

PRIMA'S OFFICIAL STRATEGY GUIDE

PRAETORIANS

**MULTIPLAYER
TIPS**



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PRAETORIANS™

Prima's Official Strategy Guide

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DEDICATION

To Meghan, my inspiration.

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CHAPTER 1

WELCOME TO PRAETORIANS

Ave, General, hail and well met!
Together with Marcus Crassus and
Pompey the Great, you will bring our
enemies to their knees! In the name of the
Senate and our leader Julius Caesar, may you
fight to bring glory and honor to Rome!



Welcome to *Praetorians*! In this game, you join the ranks of the Roman army and lead your troops to victory throughout one of the most exciting historical periods—the turmoil that seized the Roman Republic prior to the formation of the Roman Empire. In the single-player campaign, you engage in a series of battles that span Julius Caesar's rise to power—from 59 B.C. to the civil war against the Roman Senate in 48 B.C. In the skirmish and multiplayer missions, you take on AI and human opponents in individual engagements where only the strongest player will survive.

Commanding an army is no small feat, and even the finest generals in history needed years of training and experience. In *Praetorians*, your troops follow whatever orders you give (good or bad) and fight to the death against any opponent no matter what the odds. Your task is to make sure that your orders are thought out and well planned. This guide will provide all the training you need to master the art and strategy of commanding an ancient army.

HOW TO USE THIS BOOK

This guide is divided into three sections for easy reference. Each section represents a different aspect of the game.

Section I explores the fundamental game concepts and strategies and introduces you to the various units that make up your army.

- ◆ **Chapter 2: Basic Training** provides essential general gameplay strategies. Learn about exploring the map and the effects of the various terrain types. This chapter introduces you to the basic concepts of combat and troop control and to the tasks that you perform regularly in both campaign and skirmish/multiplayer games.
- ◆ **Chapter 3: Troops** provides an in-depth introduction to the various combat units that make up your army. The special abilities and limitations of each troop type are discussed here, and strategies and tactics for each are presented.

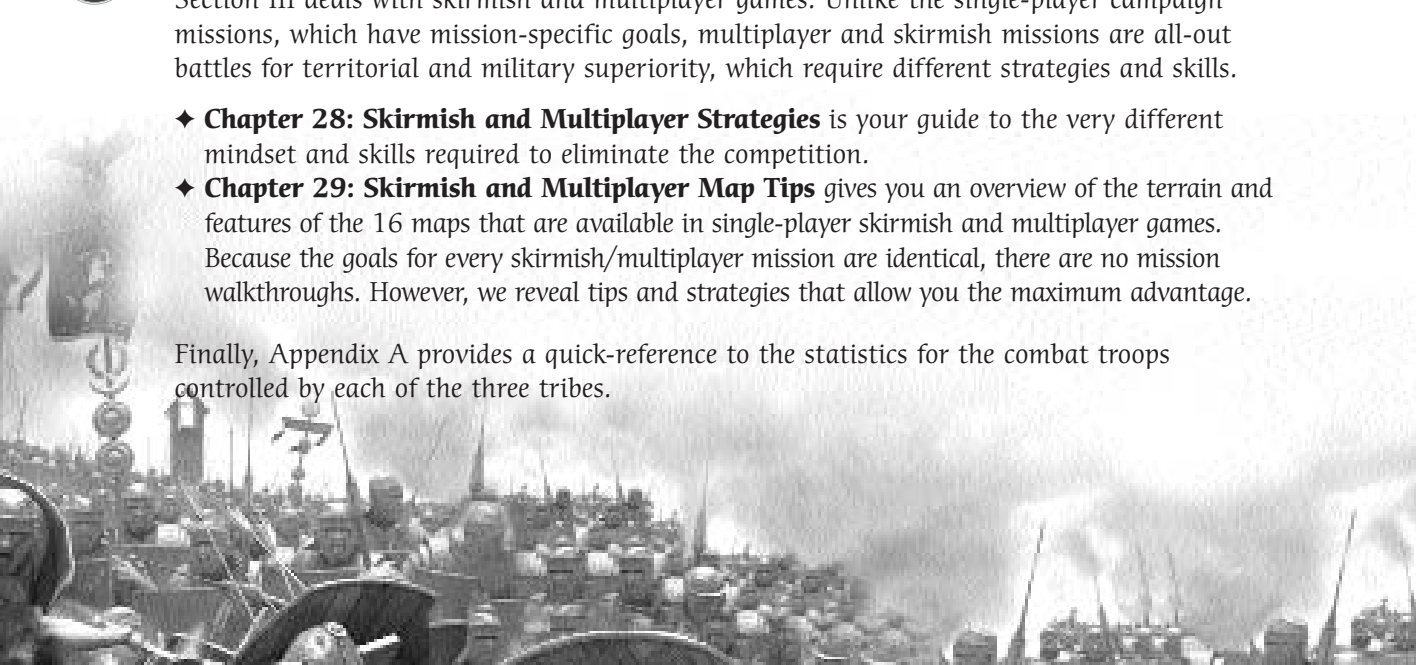
Section II provides a mission-by-mission guide to the single-player campaign in *Praetorians*.

Chapters 4–27 cover the 24 campaign missions. Every mission offers the starting conditions, enemy locations, and a step-by-step walkthrough for each battle.

Section III deals with skirmish and multiplayer games. Unlike the single-player campaign missions, which have mission-specific goals, multiplayer and skirmish missions are all-out battles for territorial and military superiority, which require different strategies and skills.

- ◆ **Chapter 28: Skirmish and Multiplayer Strategies** is your guide to the very different mindset and skills required to eliminate the competition.
- ◆ **Chapter 29: Skirmish and Multiplayer Map Tips** gives you an overview of the terrain and features of the 16 maps that are available in single-player skirmish and multiplayer games. Because the goals for every skirmish/multiplayer mission are identical, there are no mission walkthroughs. However, we reveal tips and strategies that allow you the maximum advantage.

Finally, Appendix A provides a quick-reference to the statistics for the combat troops controlled by each of the three tribes.





CHAPTER 2

BASIC TRAINING

Success in any game begins with a solid grasp of fundamental gameplay strategies. Many unique elements in *Praetorians* set it apart from other games in the genre and require you to rethink—or even dispose of—many of the tactics you’ve become comfortable with in other games.

In this chapter, we examine some of the basic components of *Praetorians* and present some strategies and tips that apply in any game situation—from the easiest campaign training scenario to the most frenzied multiplayer skirmish.

TERRAIN TYPES AND EFFECTS

Many of the universal strategies in *Praetorians* are based on your environment. You must adapt your combat tactics to suit your surroundings. For example, the tricks you use in a deep forest are useless in open terrain.

In *Praetorians*, you fight in a wide variety of environments, from the open plains of the Egyptian desert to the deep forests of central Europe. Every map is made up of a finite number of terrain types that have the same effects whether they're covered with sand or snow.

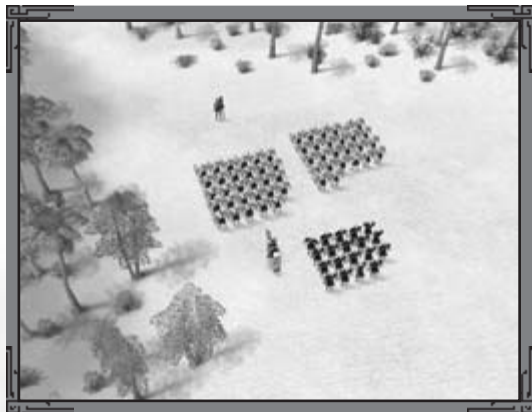
NOTE

The weather patterns in *Praetorians* are highly changeable—rain, snow, and sandstorms strike several times during a mission.

Flat Ground

The most common terrain type is flat ground, and it's the easiest to deal with. Any troop type can move and fight in this terrain. The consistency of the ground has no effect on your troops—sand, grass, dirt, roads, and paved surfaces are all treated equally in the game (see figure 2-1).

Fig. 2-1. Flat ground (terrain with no obstructions) is accessible to all troop types.



Visibility is extremely important on a map with lots of open terrain, especially when you're scouting out enemy positions—if your opponents have nowhere to hide, all it takes is a quick flyover with a Hawk Scout to see what's waiting for you. However, your enemies can see your troops coming a mile away as well.

Forests

Forests are thick stands of trees that obscure visibility and provide hiding places for certain troop types and roadblocks for others. Almost every map has some forested areas, but some maps (such as those in the Germania missions in the single-player campaign) are covered with forests.

Always explore a forested area before you move troops along a road or open area flanked by forests. In campaign missions, enemy troops likely are lurking in almost every stand of trees, waiting to ambush you (see figure 2-2). Wolf Scouts are invaluable on heavily forested maps.



Fig. 2-2. Expect enemy troops to be lurking in just about every forested area, especially in the single-player campaign.

Some troops cannot enter forests. Table 2-1 lists the troop types that cannot pass through this terrain type.

Table 2-1. Troops that cannot enter forest terrain

Roman	Egyptian	Barbarian	Common
Spearmen	Guardsmen	Pikemen	Assault Towers
Archer Cavalry	Camel Archers	Mounted Bowmen	Ballistas
Equites	Camel Riders	Noblemen	Battering Rams
—	Parthian Cavalry	—	Catapults
—	War Chariots	—	—

When playing on a map with a lot of forest terrain, keep one or two forest-capable troops in reserve to sweep the forests of enemies. You're fighting a losing battle if the enemy can enter forests and you can't.

Fords and Floodplains (Shallow Water)

Another stumbling block for some troops is shallow water. On some maps, there are rivers that can be crossed only by means of a ford. Other maps have large areas of shallow water that often bars the most direct path between mission objectives (see figure 2-3).



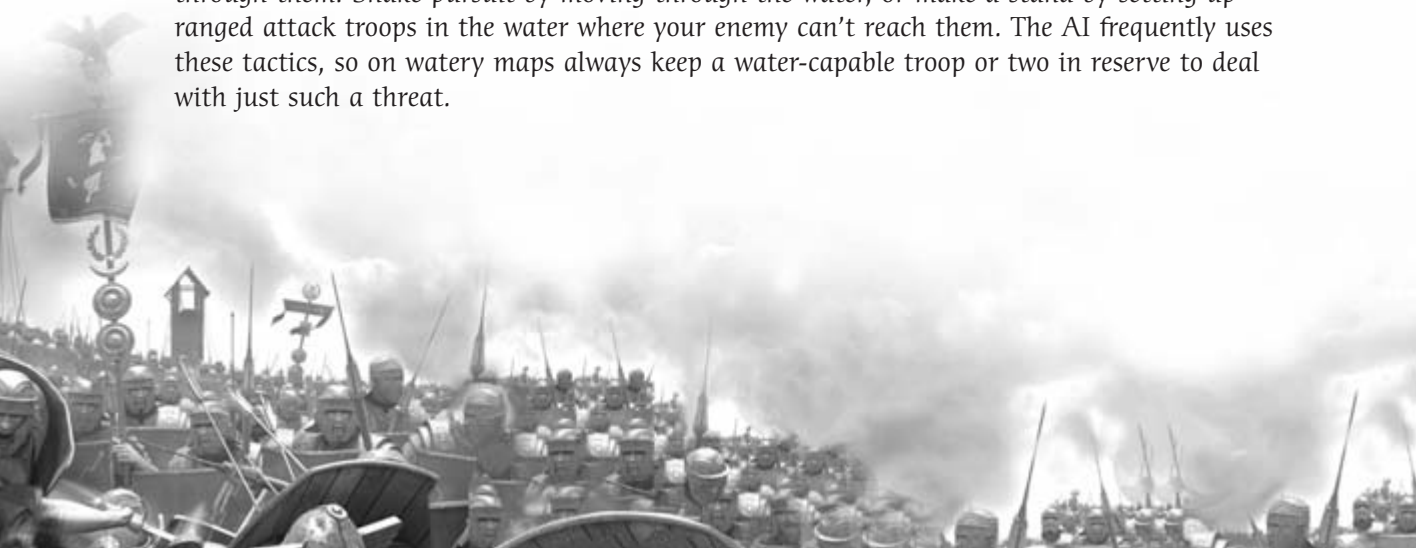
Fig. 2-3. For some troop types, floodplains and fords are as impassable as a barricaded fortress wall.

Table 2-2 lists all of the troop types that are incapable of moving through shallow water.

Table 2-2. Troops that cannot move through shallow water

Roman	Egyptian	Barbarian	Common
Legionaries	Soldiers	Warriors	Assault Towers
—	War Chariots	—	Ballista
—	—	—	Battering Ram
—	—	—	Catapult

Large areas of shallow water are very useful when you're up against enemies that cannot pass through them. Shake pursuit by moving through the water, or make a stand by setting up ranged attack troops in the water where your enemy can't reach them. The AI frequently uses these tactics, so on watery maps always keep a water-capable troop or two in reserve to deal with just such a threat.



Hills

Hills appear on almost every map and are extremely useful for ranged combatants. Ranged combat troops stationed on a hilltop have increased visual and attack range. High ground is especially useful when setting up a defensive position or preparing an ambush (see figure 2-4). Troops passing by at lower elevations cannot see troops on the hilltop.



Fig. 2-4. From a high vantage point, Auxiliary Archers and other ranged attackers are much more effective.

Although no troop (with the exception of the Assault Tower) is barred from this terrain type, often only one path leads to the top. This bottleneck leaves troops vulnerable when ascending or descending. Unless you know that a hilltop is clear, don't send multiple troops up the hill at once—they could easily get slaughtered by hidden enemies above (see figure 2-5).

Fig. 2-5. The paths leading to hilltops are dangerous if you don't know what awaits.

TIP

Before ascending any hill, use a Hawk Scout to survey the area (if you have one). You're safest if you *always* expect to find at least one enemy troop on every hill, especially when playing against the AI. If you can't scout the hilltop, give the hill a wide berth to avoid an arrow barrage from above.



Grasslands

Grasslands are the most dangerous terrain type in *Praetorians*. They provide hiding places for enemy infantry troops and are nearly as good as forests for setting up ambushes (see figure 2-6). Hawk Scouts can see troops hidden in grasslands, so this threat is manageable.



Fig. 2-6. Infantry troops that stop in grasslands automatically drop and hide.

The real danger, however, is that archers can set grasslands on fire. Any troops caught in the blaze die quick, horrible deaths as they are engulfed in the flames (see figure 2-7).

Fig. 2-7. Troops caught in grassland terrain when it is set ablaze are a total loss.



It's seldom necessary to move through grasslands, so give them a wide berth whenever possible, especially when playing against the AI. Computer-controlled archers are quick to burn you out if you enter this terrain type. If you do stray into grasslands and you see the flaming arrows flying, get your troops out pronto.

HOW TO BURN GRASSLANDS

To set grasslands on fire, do the following:

1. Select any bow-wielding unit.
2. Left-click the Attack button in the Orders area.
3. Left-click the section of grassland you want to set ablaze.

Grasslands are perpetually wet, so fire doesn't spread very far. To burn out an entire swath of grassland, you must manually target it several times. Unlike other types of attack, your troops don't automatically continue firing grasslands.

MUSTERING THE TROOPS

You spend most of the game controlling your troops. Before we go into the specifics of what every troop can do (covered in detail in Chapter 3), you must learn some basic concepts and strategies.

Recruiting (Building) Troops

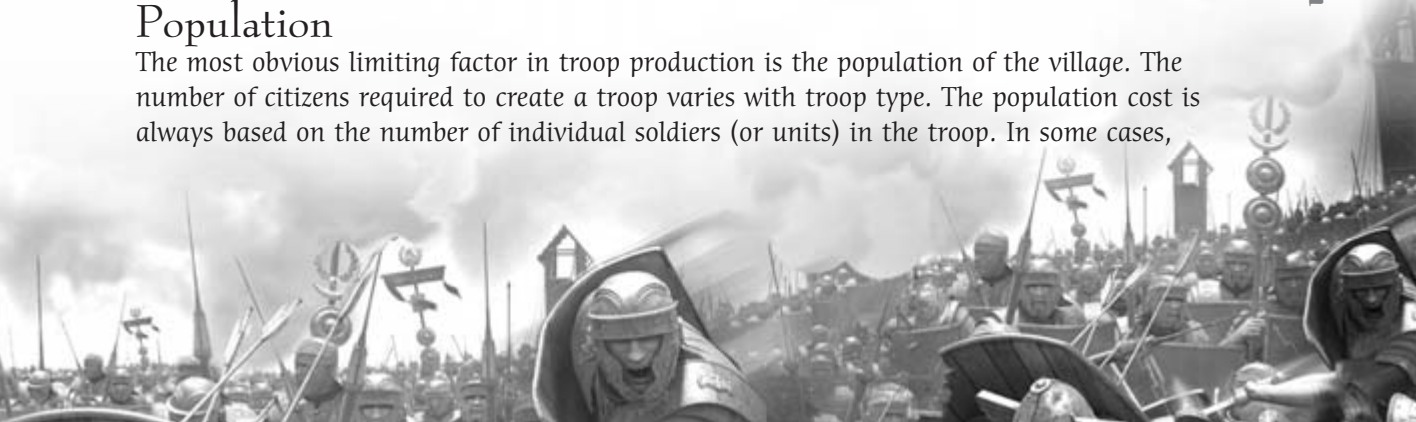
You start each mission with a collection of troops but, in most cases, you need more than your initial force to accomplish all of your objectives. If you don't start the mission with a village under your control, your first priority is to sack one and start pumping out reinforcements.

Several factors limit the number and type of troops that you can produce in a village:

- ◆ The village population
- ◆ Available troop and Unit Control Points
- ◆ Available Honor Points

Population

The most obvious limiting factor in troop production is the population of the village. The number of citizens required to create a troop varies with troop type. The population cost is always based on the number of individual soldiers (or units) in the troop. In some cases,



population cost is a one-to-one ratio of citizens to units. In other cases, more than one citizen is required for each unit in the troop.

Table 2-3 shows the citizen-to-unit ratio for each unit type for the three civilizations. For example, a Barbarian Bowmen troop consists of 16 soldiers and requires 32 citizens to build. Therefore, it has a citizen to unit ratio of 2:1.

NOTE

The “Troop Type” column in Table 2-3 indicates general troop classification, not individual troop designations. All of the troops within each classification have the same citizen-to-unit ratio. Chapter 3 and the tables in Appendix A show which troops fit into each classification.

Table 2-3. Citizen to unit ratio for building each troop type

Troop Type	Romans	Egyptians	Barbarians
Infantry	1:1	1:1	2:1
Cavalry	2:1	2:1	2:1
Elite	3:1	3:1	3:1
Scouts and Medics	5:1	5:1	5:1

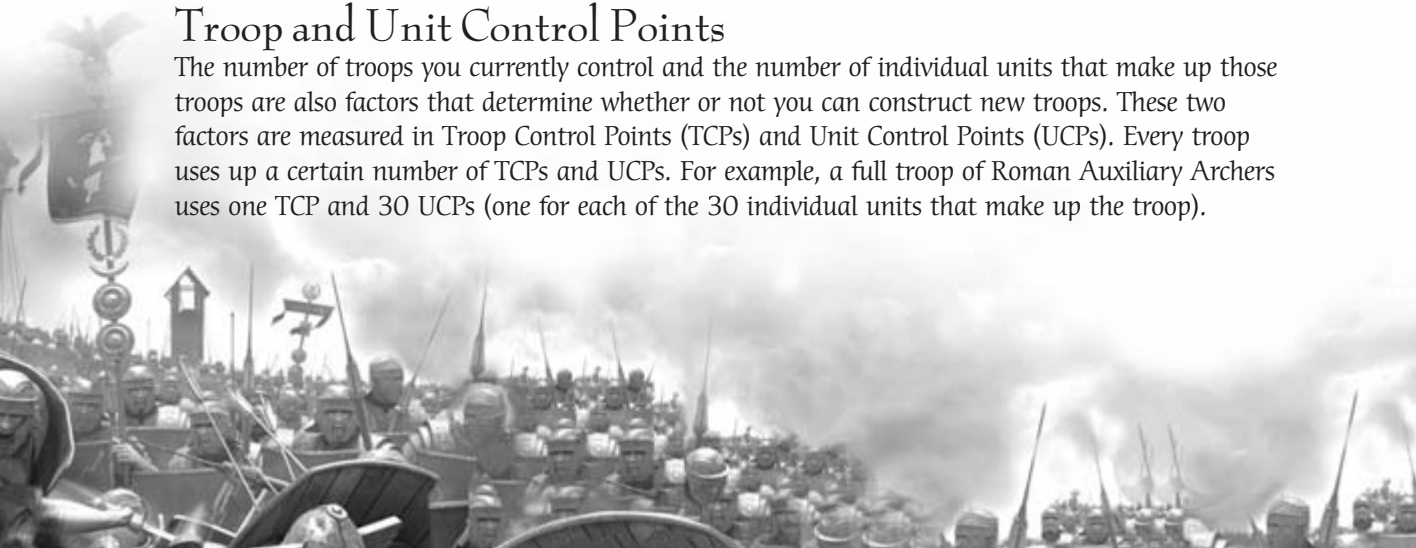
When insufficient citizens remain in the village to complete a requested troop, the troop sits idle in the build queue. In some scenarios, village population increases slowly throughout the mission. In other scenarios, once the population is used up, it's used up.

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Regardless of the situation, always check the available population in a village before issuing orders to build troops. Fill your most pressing needs first. If you never count on being able to build more troops than the initial village population allows, you'll never be unpleasantly surprised.

Troop and Unit Control Points

The number of troops you currently control and the number of individual units that make up those troops are also factors that determine whether or not you can construct new troops. These two factors are measured in Troop Control Points (TCPs) and Unit Control Points (UCPs). Every troop uses up a certain number of TCPs and UCPs. For example, a full troop of Roman Auxiliary Archers uses one TCP and 30 UCPs (one for each of the 30 individual units that make up the troop).



The number of available TCPs and UCPs varies from mission to mission. Check the Battle Status Panel to see how many of each is available and to monitor how many are currently being used by existing troops (see figure 2-8).



Fig. 2-8. The Battle Status Panel shows the number of UCPs (top left) and TCPs (top right) that are in use and how many are remaining.

You are notified if the TCP or UCP barrier has been reached when you attempt to build a troop that would cause you to exceed the number available in the current scenario or mission (see figure 2-9). No additional troops are produced until there are enough TCPs and UCPs to support them.

Fig. 2-9. When you hit the TCP barrier, your troop building grinds to a halt until the situation is rectified.



Combine troops to free up TCPs. For example, if, after a battle, two troops of the same type have suffered heavy losses (more than half of their units), they still use up two TCPs if they remain separate. Combine them into one troop to free up one TCP that can be used to build a new troop.

NOTE

The converse is also true: Dividing a troop into two parts turns that troop into two separate troops, each of which uses up one TCP.

UCPs aren't as easy to free up. They become available only as the individual troop members die. If you reach the UCP barrier, you must wait until UCPs are freed up through attrition.

TIP

Although medics and scouts are single individuals, they use up five UCPs each. If you're in a bind and really need to free up UCPs, send a few of these units to their deaths.

Honor Points

The third and final limiting factor to troop building is a lack of Honor Points. Cavalry and elite troops each require the expenditure of one or more Honor Points when you build them.

You gain Honor Points as a result of successful combat. You start each battle with no Honor Points, and accumulate them as a result of combat. The number of Honor Points you accumulate varies by troop type.

Track the number of Honor Points you've accumulated on the Battle Status Panel (see figure 2-8). The total number of Honor Points accumulated is shown at the bottom of the left column. The bar to the right of this number shows your progress toward earning your next Honor Point. Each time the bar fills up you earn one Honor Point.

The only way to get more Honor Points is to engage in battle. Because Honor Points are hard to come by, limit the number of cavalry and elite troops you build.

Troop Movement and Control

Praetorians has an easy-to-learn point-and-click interface that gives you complete mastery over your troops. Getting your troops to follow your orders isn't a problem. The trick is to get them to follow your orders the way you *want* them to.

Grouping Troops

You often control a large number of troops. To deploy them well, you need a way to keep track of them so you can find the troop you want at a moment's notice.

At the very start of a scenario (or as soon as you have a free moment if you begin under siege) assign hotkeys to all of your troops (see figure 2-10). Use any organization system you like, but it's helpful is to assign the keys numerically in typical combat order.

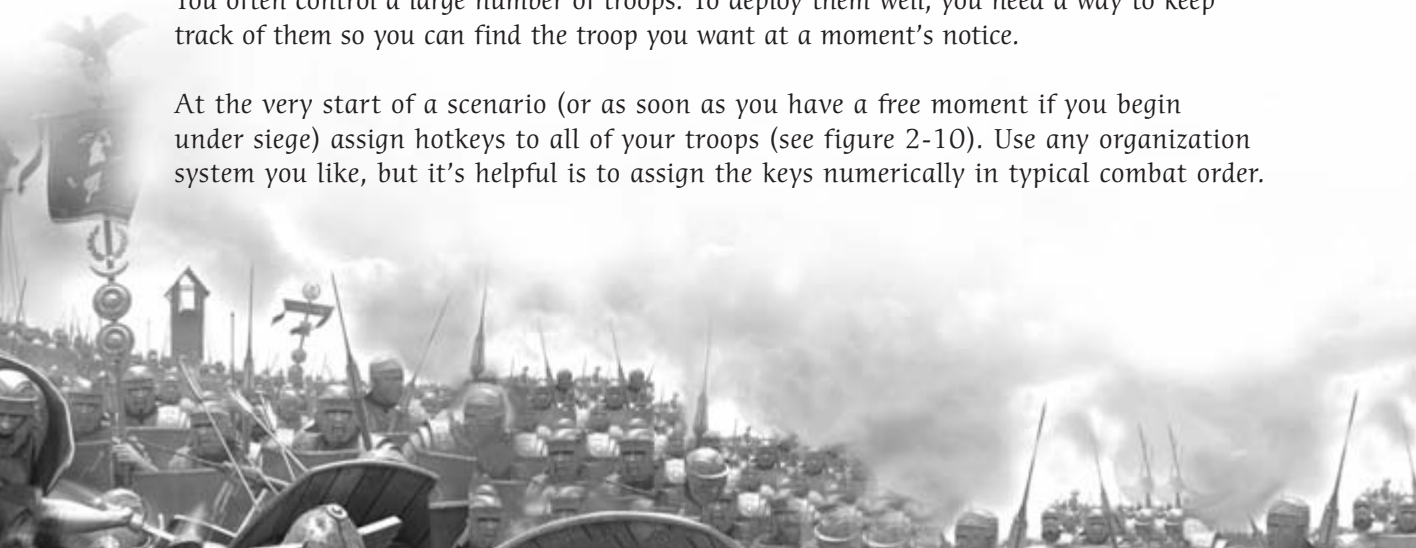




Fig. 2-10. Assigning hotkeys to your troops makes commanding and locating them much easier.

Try assigning the keys as follows. The examples in parenthesis are typical Roman troops you might assign to the various keys:

1. Defensive troops (Legionaries)
2. Medium infantry (Spearmen)
3. Cavalry (Equites, Archer Cavalry)
4. Heavy infantry (Gladiators, Praetorians)
5. Ranged attackers (Archers, Balearic Slingers)

Reserve the remaining keys for the troops you want to keep farthest from melee combat—leaders who must survive the mission, medics, siege engines, and your building troops (Auxiliary Infantry in the Romans' case).

TIP

If you have any keys left over, assign your scouts to a key as well. It's handy to home in on them at will rather than trying to remember where you sent them last.

In some missions, you might have a large contingent of a single troop type. When you have more than three troops of the same type, assign them to multiple keys. This makes your force more versatile and saves you having to split up a group assigned to a single key in the midst of the mission.

With the exception of special troops such as leaders and medics, avoid assigning dissimilar troops to a single hotkey unless their attack methods and movement restrictions are identical.

For example, if you group Spearmen and Auxiliary Archers on the same hotkey and order that group to attack a target in a forest, the Spearmen will stand idle at the edge of the woods while the Auxiliary Archers wade into the thick of battle. Worse, the Spearmen may attempt to find a way to the target and inadvertently stir up a second group of enemies as they move around the forest.

Marching Order

Carefully organizing your troops and assigning them to hotkeys is useless if you then select all of your groups simultaneously and send them marching to the same location. Differing

movement speeds and restrictions will turn your organized ranks into a disorganized mess if you try to move everyone at once.

If you followed the organizational advice above, you have your troops assigned to hotkeys in a logical order based on their strengths and weaknesses. To ensure that they remain in that order, select your groups by hotkey and send them one at a time to staggered destinations along your chosen path. Obviously, terrain and circumstances necessitate changes in your marching orders from time to time but, when marching on flat terrain into unknown territory, array your troops as follows (see figure 2-11):

- ◆ Put your strongest defenders in front to hold back any enemies when you encounter them.
- ◆ Back up your defenders with light infantry troops that can rush to the defenders' aid if they are attacked.
- ◆ Place your cavalry troops in the middle of the pack where they quickly can reach the front or back of your ranks.
- ◆ Put the ranged attackers behind the cavalry, far enough back so that they don't inadvertently get involved in melee combat, but close enough to provide cover fire for your troops at the front.



Fig. 2-11. Keep your army organized while marching by sending each group to staggered destinations along your planned course.

In single-player games, the AI usually attacks your point troops—the ones at the front. This makes it a safe proposition to keep your most vulnerable troops—leaders, medics, light infantry, and siege engines—toward the back. Position leaders and medics so that most or all of your troops can benefit from their presence.

Plot Your Course

When you're ordering troops to a distant destination, it's tempting to simply click the destination point and let the troops find their way across the map on their own. Sometimes this works just fine. More often than not, though, the results are unpredictable—even disastrous.

Your troops always seek the most direct path to a chosen destination. That means that while some might follow the road, others will spread out into the surrounding fields and forests. While the path between where you are and where you're going might be relatively clear along one path, the troops that stray from that path could stir up enemies that you're not prepared to deal with (see figure 2-12).



Fig. 2-12. Left to their own devices, your troops sometimes stray into enemy trouble that could have been avoided if you'd planned their course.

Praetorians provides a simple and effective method for plotting waypoints, and its use is highly recommended. Using this system, you can order your troops to travel along a designated path that you've scouted in advance. You can save many troops by taking the time to plot your course.

Holding Position

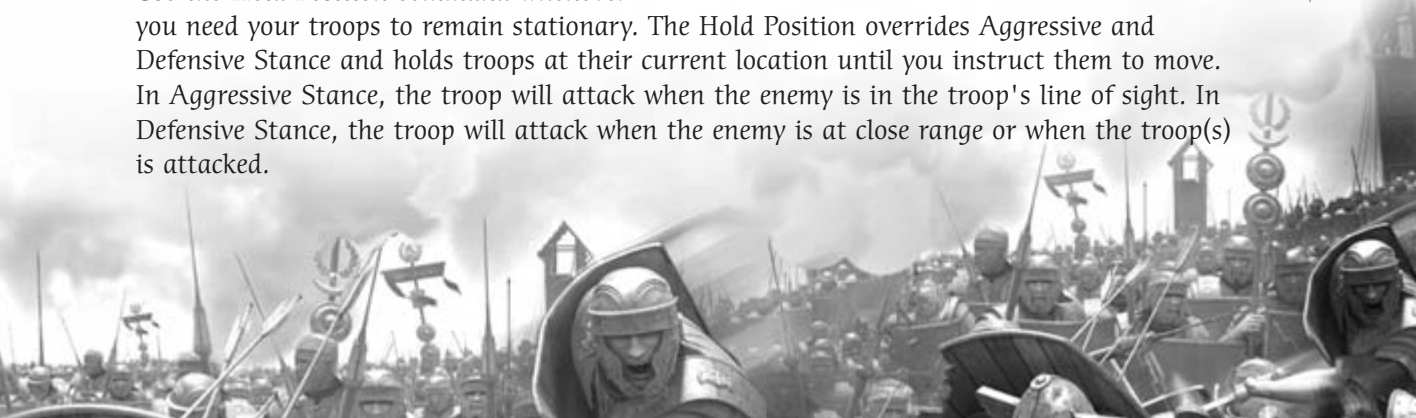
Your troops are designed to take action when they perceive a threat. More often than not, this is a good thing. However, there are times when you want your troops to stay put. There's nothing worse than thinking you've secured a location only to find it under siege because the Spearmen you left to guard the road went chasing off after a passing enemy scout.

Use the Hold Position command whenever you need your troops to remain stationary. The Hold Position overrides Aggressive and Defensive Stance and holds troops at their current location until you instruct them to move. In Aggressive Stance, the troop will attack when the enemy is in the troop's line of sight. In Defensive Stance, the troop will attack when the enemy is at close range or when the troop(s) is attacked.



CAUTION

To ensure that your troops follow a narrow road, array them in single file. For example, if a three-troop group of Legionaries arrayed side-by-side is sent down a narrow road with forest on both sides, the middle troop will follow the road while the other two fan out into the forest in an attempt to maintain their same relative positions.



COMBAT STRATEGIES

Every combat situation is different, and as you read through the campaign walkthroughs in Section II and the skirmish/multiplayer tips in Section III, you'll get a lot of specific advice on how to deal with specific combat situations that occur in those scenarios.

The remainder of this chapter provides general combat advice that should help you in a variety of common situations in both single- and multiplayer games. If you master these basic skills, you can apply them as you play. As you encounter specific problems, expand upon them as needed.

The Art of Ranged Combat

The ability to launch ranged attacks gives you an edge over your enemies in both offensive and defensive situations—if you know the proper way to deploy your ranged troops. Keep the following tips in mind when setting up and conducting ranged combat:

- ◆ **Take the high ground.** Ranged attackers on a hill or in any other high place—defensive towers and fortress walls, for instance—have better range and better line of sight. They are also harder for enemy ranged attackers to hit, and they're nearly undetectable to enemy troops passing by on lower ground.
- ◆ **Water is your friend.** Some troops cannot move through water. If you set your ranged attackers up in or near a ford or floodplain, some of your enemy's troops can't touch you.
- ◆ **Forests are also your friend.** Setting up a ranged ambush in a forest keeps you safe from select enemy troops. As a bonus, you usually get in the first shot because the forest hides your troops.
- ◆ **Protect your ranged attackers.** For the most part, ranged attackers are almost useless in hand-to-hand combat. Keep the enemy away from your ranged attackers. Always set up a screen of melee troops to block access to your ranged attackers if you plan to hold a position (see figure 2-13), and keep your ranged attackers well shielded by other troops when you're on the move.

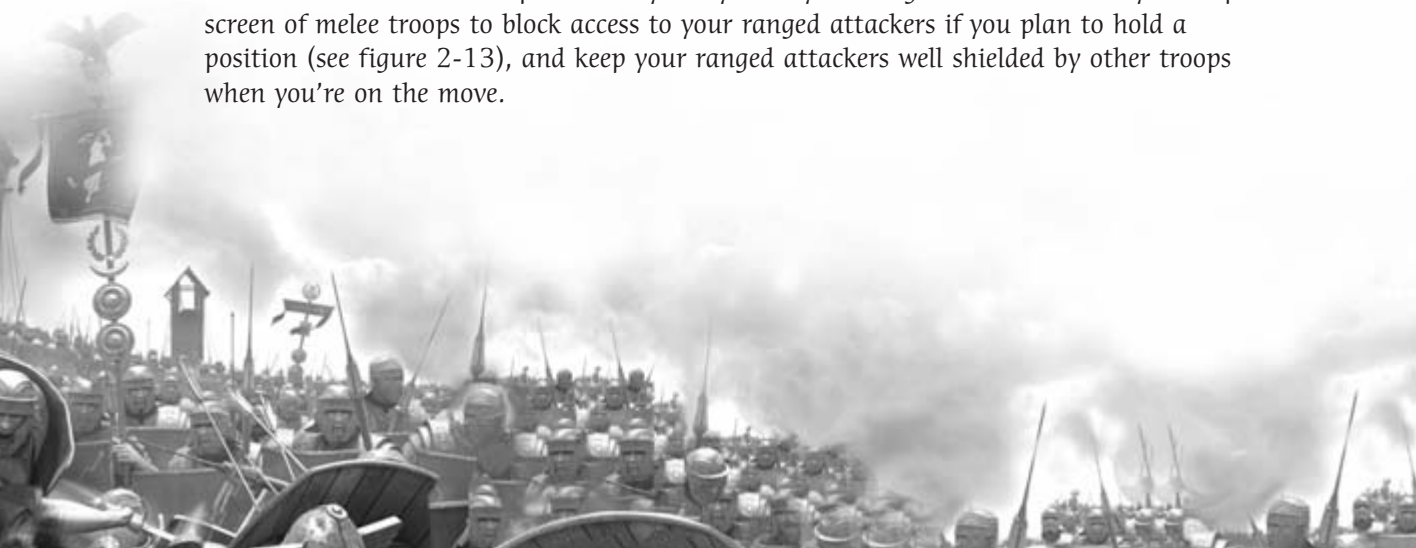




Fig. 2-13. Deploy melee troops to cover your ranged attackers' position and keep the enemy at arm's length.

Villages

Villages are always pivotal, regardless of the specific mission objectives. Both you and your opponents depend on villages for a fresh supply of troops. If the map contains villages,

make it your mission to control most or all of them. Failing that, make sure that if *you* can't have them, *nobody* can.

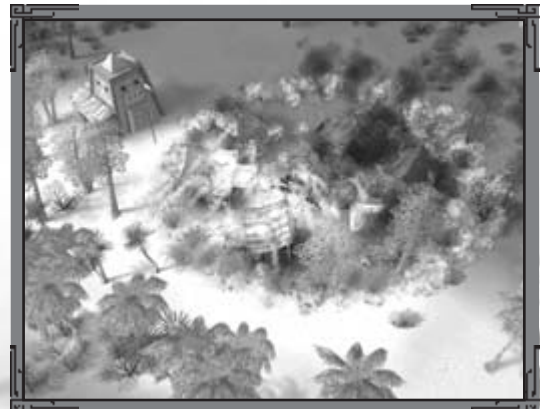
When you're deciding between capturing and destroying a village, consider the following:

- ◆ Do you need more troops?
- ◆ If you capture the village, can you spare the troops to defend it if necessary?

Village capture is usually driven by need. If you're low on troops, capture as many villages as possible so you can pump out reinforcements. Just remember that there's a good chance that your enemy will strike back at the village—especially in multiplayer games—so be militarily prepared to defend your village or mentally prepared to abandon it.

Regardless of your decision, you need time to accomplish your goals—and the enemy won't let the village go without a fight. When you decide on a course of action, launch your attack on the village with your ranged attackers, and set up a perimeter with your other troops to protect them during the lengthy siege (see figure 2-14). If capture is your goal, keep your perimeter intact while your troops construct a new garrison and take control of the village.

Fig. 2-14. Use your ranged attackers to wipe out the village or garrison while your other troops run interference.



NOTE

You can take over a maximum of five villages

Laying Siege

Occasionally, your mission objectives call for you to assail an enemy fortress. This is no easy task, and requires planning and preparation. There are many ways to approach an assault, including throwing tons of troops against the gate and hoping for the best. This actually *does* work occasionally, but sieges generally go a lot more smoothly if you plan your assault.

When readying yourself for a siege, find and secure an area near the target (but out of range of the enemy's ranged attackers). Have your Auxiliary Infantry (or the equivalent) build at least one each of the following:

- ◆ Assault Tower
- ◆ Battering Ram
- ◆ Catapult

Build as many of each item as time and building troop resources allow (put emphasis on the Catapults, and build only one Battering Ram). The more siege engines you have, the more likely it is that some of them will avoid destruction long enough to actually launch an attack.

TIP

Although they are faster to build than Assault Towers, don't build Assault Ladders. Unless you're incredibly lucky, you'll never get them close to the wall. And even if you do, any troops using the ladder to scale the wall are sitting ducks until they reach the top.

Your best chance for success is to launch a staggered, three-pronged assault. The first two stages consist of a small attack off to one side to draw enemy fire and troops and a larger one at the main gate with the goal of breaching the wall (see figure 2-15).

Fig. 2-15. Split the enemy's fire and attention by launching two siege-engine assaults at different locations along the wall.

Let the Battering Ram deal with the door for as long as it lasts, and use your Catapults to



bombard the troops inside the fortress. If a troop-generating structure is inside, make that the Catapults' first target. The last thing you need is a steady stream of enemy reinforcements fortifying their position. Use your archers to lay down cover fire and take out the enemies on the wall. The fewer enemy troops you have firing from the parapets, the longer your siege engines last.

While your first two attacks keep the enemy busy, move your Assault Towers and enough troops to man them into position at the most isolated part of the wall (see figure 2-16). Make sure that each Assault Tower has a ranged attack troop inside to fire from the top during their slow approach to the wall.



TIP

The easiest way to take out a castle is to get a hawk over the wall and use a band of archers to light the barracks on fire.

Fig. 2-16. Choose the most isolated part of the fortress as an approach point for your Assault Towers.

No matter how well you prepare, you will probably lose many troops during the assault. The key is getting your troops inside and onto the wall. Once there, the enemy's ranged attack troops lose their effectiveness and, assuming you have enough troops left after the siege, you should be able to mop up the remaining resistance.

Defending

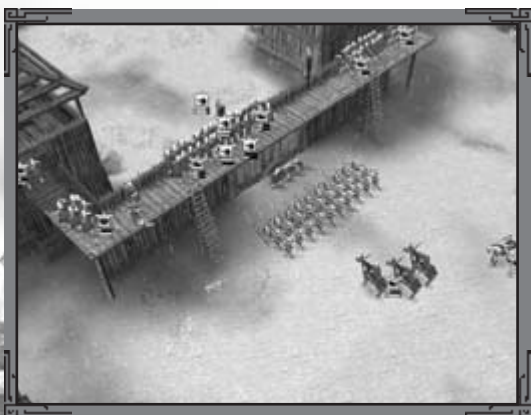
When you play through the single-player campaign, you lay siege to a fortress quite early on. Even if you follow the in-game advice and the tips in the “Laying Siege” section earlier in this chapter, it will probably still take you a couple of tries to get through this first assault. The AI makes it look like defending a fortified position is a piece of cake.

Several campaign missions later, you find out that this is simply not the case. When the AI is assaulting a fortress you're tasked with defending, the enemy army has a seemingly unlimited number of troops to throw at you. Even with the advantage of high ground for your archers and solid walls to keep the enemy out, it seems like there's no way you can ever prevail (see figure 2-17).

Fig. 2-17. If you thought assaulting a fortress was tough, wait until you have to *defend* one.

Here are some tips that should help you weather the siege:

- ◆ **Call in the reinforcements early.** If you have a troop-generating structure in the fortress, start pumping out defensive and ranged attack troops immediately so they'll be there when you need them.
- ◆ **Dig in.** You usually have a little time to prepare before the assault begins. Get all of your ranged attack units onto the wall immediately. Put the bulk of them near the main gate (or gates)—those are usually the enemy's primary targets. Put some melee troops up on the wall as well. If the enemy reaches the top of the wall, your ranged attackers have no hope of turning them away in hand-to-hand combat.
- ◆ **Siege engines work both ways.** Catapults are just as handy for defending a fortress as they are for attacking one. In fact, they're safer on the inside, because (ideally) the enemy can't get an easy shot at them. Shrapnel, boulders, and flaming rocks are great for repelling enemy troops and siege engines.
- ◆ **Keep the door shut!** When there are enemies at the gate, don't open it for any reason. If you must send troops outside, wait until no enemies are in the immediate vicinity. Otherwise, you risk giving your attackers easy access to your stronghold.
- ◆ **Reinforce the gate.** Reserve at least one good defensive troop to hold position just inside the gate, and have a building troop standing by to repair the gate as it absorbs damage (see figure 2-18).
- ◆ **Prioritize your targets.** Make sure the troops on the wall are firing on the targets that pose the greatest threat. Deal with Battering Rams, Assault Ladders, and Assault Towers before they get close to the walls.
- ◆ **Make selective preemptive strikes.** Sometimes, your forces are spread so thinly that you must wait out the siege and hope for the best. However, if you can spare a good attack troop, send it outside the walls to slow down or destroy your attackers before they get near the fortress.



However, if you can spare a good attack troop, send it outside the walls to slow down or destroy your attackers before they get near the fortress.

Fig. 2-18. Keep your Auxiliary Infantry working on the damaged gate constantly, and position a solid defensive troop at the gate in case the enemy breaks through.

Leaders and Medics

In the heat of battle, it's easy to overlook leader units (Centurions, Officials, and Chieftains) and medic units (Physicians, Priests, and Druids) in your haste to pump out new offensive troops to carry on your cause. However, adding a leader and a medic to your army saves you the time and effort of recruiting new troops by bolstering your existing forces and keeping them healthy.



The effects and abilities of leader and medic units are discussed in detail in Chapter 3.

Leaders and medics can't defend themselves very well, so be careful how you deploy them. When traveling, keep your leaders and medics near the back. When battle ensues, move them toward the front, but only far enough that their spheres of influence encompass the majority of your troops (see figure 2-19).

Keep an eye on the leader and medic throughout the battle to make sure they stay out of harm's way. Medics in particular have a tendency to wade right into the thick of things in their zeal to heal your troops.

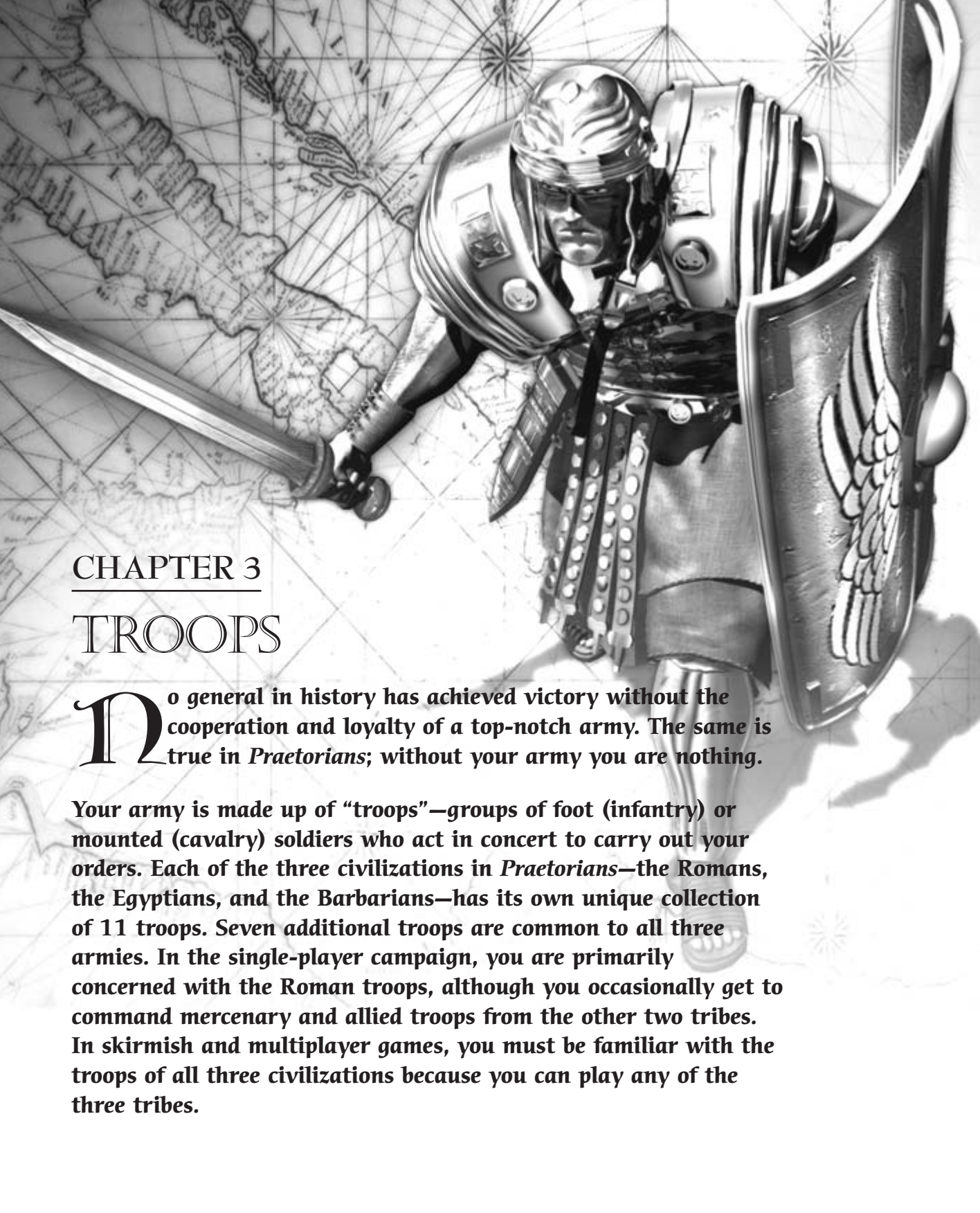
Fig. 2-19. Keep your leaders and medics close enough to the action to affect your troops, but far enough from the front to keep them safe from the enemy.

Not all leaders are meant to see combat action, even peripherally. In the single-player campaigns, you often start the mission with one or more leaders (usually Centurions) who must survive to complete the mission. *Never* expose these units to combat, even if your troops have to fight without the benefit of a leader. If the designated unit dies, the mission is over, so keep these dignitaries safe.



TIP

In most missions, it doesn't matter where designated "must survive" Centurions are when all of the mission goals are accomplished. Use these leaders to capture villages. Enemy troops must then destroy the village garrison (or the village itself) before they even get a shot at the Centurion inside. (Leave at least one good troop behind to defend the village just in case.)



CHAPTER 3

TROOPS

No general in history has achieved victory without the cooperation and loyalty of a top-notch army. The same is true in *Praetorians*; without your army you are nothing.

Your army is made up of “troops”—groups of foot (infantry) or mounted (cavalry) soldiers who act in concert to carry out your orders. Each of the three civilizations in *Praetorians*—the Romans, the Egyptians, and the Barbarians—has its own unique collection of 11 troops. Seven additional troops are common to all three armies. In the single-player campaign, you are primarily concerned with the Roman troops, although you occasionally get to command mercenary and allied troops from the other two tribes. In skirmish and multiplayer games, you must be familiar with the troops of all three civilizations because you can play any of the three tribes.

In this chapter, we look at all of the game's troops. Learn how to command the troops available to you, and how to counter the troops fielded by your enemies.

NOTE

Appendix A has statistics for all available combat troops.

ROMAN TROOPS

In the single-player campaign, you play as the Romans, so we'll look at their troops first. By the time you play through the campaign, you'll know the abilities and limitations of every Roman troop by heart.

TIP

In multiplayer games, your opponents are as familiar with the Roman troops as you are. If you regularly engage in multiplayer games, use the Skirmish mode to hone your skills with Egyptian and Barbarian troops and surprise your opponents with your knowledge of those troops.

For easy reference, the Roman troops are divided into four groups:

- ◆ **Infantry Troops:** The basic foot soldier troops that are available to you in almost every mission
- ◆ **Cavalry Troops:** Troops that fight on horseback
- ◆ **Elite Troops:** Specialized or extra-powerful troops that are available only on a limited basis
- ◆ **Special Troops:** Leaders and healers

NOTE

The Egyptian and Barbarian troops appearing later in this chapter are divided into the same four categories—infantry, cavalry, elite, and special.

Infantry Troops

Roman foot soldiers were among the most advanced and well-trained infantry of their time. Feared throughout Europe and Asia, these troops served as the vanguard of an army that controlled the Roman Republic (and, later, the Roman Empire) for hundreds of years.

Although not as powerful individually as cavalry and elite troops, your infantry is the heart of your army. Because of their low cost and ready availability, infantry troops comprise the bulk of your army in most missions.



Auxiliary Archers



longer-range Barbarian Bowmen), is greatly augmented when they attack from a high position, such as defensive towers, fortress walls, and hills.

Auxiliary Archers are particularly effective against mounted troops. They are capable of hand-to-hand combat, but using them for this purpose greatly decreases the troop's life expectancy. Always position other troops between your Auxiliary Archers and their targets.

Special Abilities:

- ◆ None

Special Formations:

- ◆ **Stationary.** This formation increases the troop's attack range but inhibits its movement.

Auxiliary Archers are the most common of the Roman troops capable of ranged combat. Their medium attack range, which is similar to that of all other archer troops (except the



Auxiliary Archer troops placed in Stationary formations take several seconds to break the formation when ordered to move, leaving them vulnerable to enemy attack.

Auxiliary Infantry



Special Abilities:

- ◆ **Pilum.** Auxiliary Infantry troops can launch a single-ranged attack (thrown javelins) prior to engaging in hand-to-hand combat.
- ◆ **Build.** Auxiliary Infantry troops can build and repair structures and siege engines.

Special Formations:

- ◆ None

Auxiliary Infantry troops are the weakest combat troops in the Roman army—but they’re not really designed for combat. Their primary mission is to construct buildings, bridges, and siege engines (Catapults, Ballistas, and so on). No other troop type can perform these tasks and, depending on your mission objectives, the Build special ability of this troop can make it the most important component of your attack force. Protect your Auxiliary Infantry, keeping them out of combat unless the situation is desperate.

The number of individuals in the troop determines the speed at which your Auxiliary Infantry carries out its build tasks. If you are in a hurry, assign multiple troops to carry out some repairs or building projects, such as the construction of defensive towers and garrisons.

In some cases, you might need Auxiliary Infantry when none is available. If you don’t have the means to recruit and train a new troop, you can demote any existing troop to Auxiliary Infantry.

Legionaries



Special Abilities:

- ◆ **Pilum.** Like Auxiliary Infantry, Legionary troops can throw javelins at range once per attack before engaging in hand-to-hand combat.

Special Formations:

- ◆ **Turtle.** Greatly increases the troop’s defensive value, but severely limits its movement and attack capabilities.

Legionaries are the heart and soul of the Roman army. Their defensive abilities are among the highest of any troop, and they

have a reasonably powerful attack as well. The Turtle formation greatly increases the troop’s defensive abilities, but reduces its attack capabilities. Legionaries in Turtle formation also move very slowly and cannot run.

This troop’s biggest limitations are their speed and stamina. They can run for short distances only, so they are more adept at stationary fighting than at pursuing enemies. The best way to decimate your Legionaries is to send them in pursuit of enemies with ranged attack capabilities. The enemy troops easily win in a war of attrition by repeatedly outdistancing the Legionaries and lobbing attacks at them at range.

NOTE

Although they are effective in any other terrain type, Legionaries cannot move through water.

Spearmen



Special Abilities:

- ◆ None

Special Formations:

- ◆ **Stationary.** Increases the troop's damage capabilities but severely limits its movement.
- ◆ **Protecting.** Protects the troop from incoming arrows at the expense of reduced attack ability.

Spearmen are faster and more mobile than Legionaries, but at the expense of both attack and defensive capability. They have no ranged attack—their lances are for poking, not throwing. In most combat situations, they don't survive as long as Legionaries.

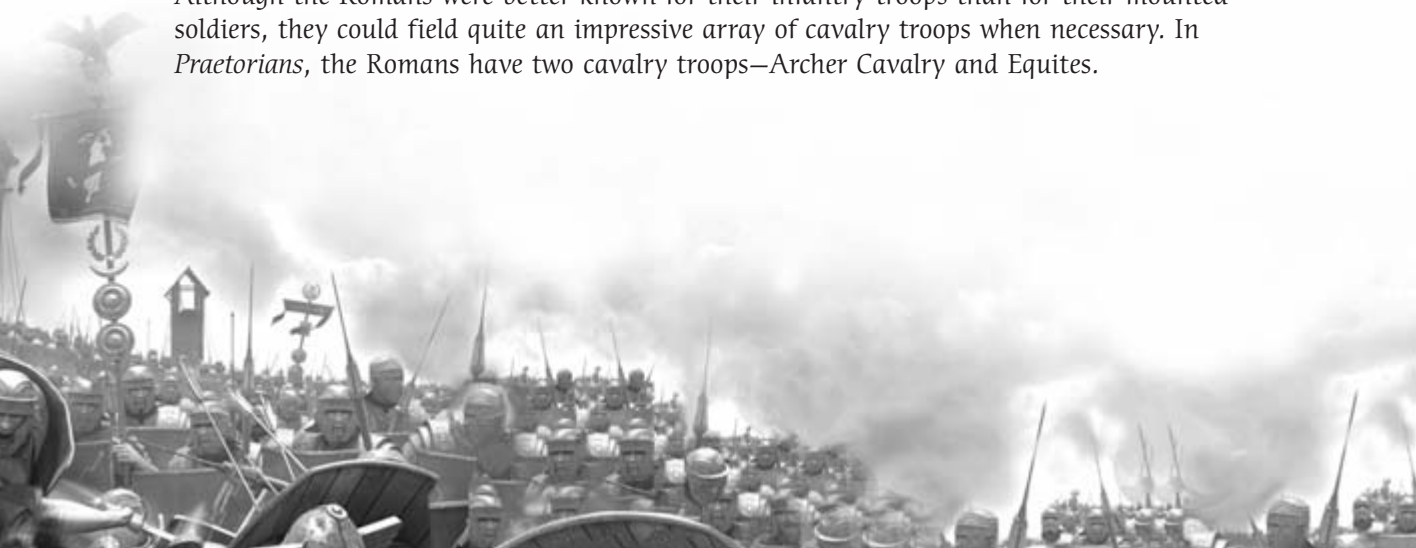
On the other hand, Spearmen are extremely effective against mounted enemies of any type. They are also good at holding positions against incoming enemy troops. When you place them in Stationary formation, their attack and defense abilities increase. They also spread out far enough to block a narrow road or a fortress gate, providing a reasonably solid line of defense. This tactic works best with the Hold Position command.

Spearmen cannot pass through thick forest terrain.



Cavalry Troops

Although the Romans were better known for their infantry troops than for their mounted soldiers, they could field quite an impressive array of cavalry troops when necessary. In *Praetorians*, the Romans have two cavalry troops—Archer Cavalry and Equites.



Archer Cavalry



Special Abilities:

- ◆ None

Special Formations:

- ◆ None

Archer Cavalry combine the ranged attack capability of Auxiliary Archers with the mobility of Equites. Their obvious advantage over common Auxiliary Archers is their speed and mobility. They can reach an effective attack position quickly, and unlike their foot soldier counterparts, they can outdistance any

attackers that break through your defenses, sparing the need for the Archer Cavalry to engage in close combat. Keep Archer Cavalry well away from hand-to-hand engagements.

Archer Cavalry troops are more expensive to build and train than Auxiliary Archers, so assess your needs when choosing your bow-wielding troops. Choose Archer Cavalry for primarily offensive objectives in open terrain. Choose Auxiliary Archers for defensive scenarios and on maps with lots of forest terrain. Archer Cavalry troops cannot operate in forests, nor can they enter defensive towers or climb to the battlements of a fortress.



CAUTION

Archer Cavalry, like all mounted troops, are vulnerable to arrows. Unless you are fighting from higher ground, never pit Archer Cavalry against other bow-wielding troops.

Equites



Special Abilities:

- ◆ None

Special Formations:

- ◆ None

Equites are extremely powerful troops who can outfight just about any infantry troop in a

one-on-one battle. Only one mounted troop—the Barbarian's German Cavalry—is superior when it comes to mounted combat.

Equites have an advantage over most infantry troops when it comes to combat, and their great speed and stamina allows them to outflank enemy troops, overrun them when they are attempting escape, and (if need be) escape them when the battle takes a turn for the worse. The only type of terrain that bars movement for Equites is heavy forest.

Two troop types, however, are the bane of Equites and other mounted troops. At range, bow-wielding troops of any type have increased attack capabilities versus mounted troops. Troops equipped with spears and pikes are also extremely dangerous to Equites and should be avoided at all costs.

Elite Troops

Every tribe has several elite troops—troops who are particularly effective in one or more characteristics and/or have special attack capabilities. While both the Egyptians and the Barbarians have a mix of infantry and cavalry troops in their elite forces, the Roman elites are all foot soldiers.

Balearic Slingers



Special Abilities:

◆ None

Special Formations:

◆ None

Balearic Slingers are ranged attack troops that use slings to hurl stones at their opponents. The damage they inflict is similar to that of Auxiliary Archers, but their attack has the side effect of draining stamina from enemy troops. Unlike Auxiliary Archers, Balearic Slingers are fairly adept at surviving hand-to-hand combat

over an extended period of time. Even so, they are best kept out of such conflicts except as a last resort—they can absorb a lot of damage in close combat, but they can't inflict much.

Balearic Slingers are very effective against siege engines. They're good to have around in defensive missions.

Gladiators



Special Abilities:

- ◆ **Net.** When in close combat, Gladiators throw a net over their target, which immobilizes the enemy troop and temporarily prevents them from fighting or defending themselves.

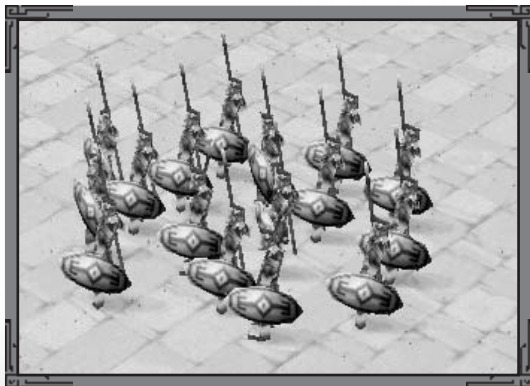
Special Formations:

- ◆ None

Gladiators are among the game's fiercest foot soldiers. They are effective against any type of enemy and are a good match for troops with high defense values—Gladiator attacks ignore enemy armor.

Although ideal in offensive roles, Gladiators are, at best, mediocre defensive troops. Trained for aggression, these elite fighters adopt an aggressive stance regardless of what orders you give them. For this reason, use Gladiators sparingly. They're great for accomplishing short-term offensive objectives, but they don't survive long because they are always in attack mode. This, combined with the Gladiator's high build cost, makes them a luxury troop rather than a staple of your fighting force.

Praetorians



Special Abilities:

- ◆ None

Special Formations:

- ◆ None

Praetorians are excellent defensive troops. Trained as guards for high-ranking Roman officials, these elite warriors can absorb a great deal of damage before they succumb. They are particularly good at defending

against cavalry troops (although their slow movement rate prevents them from effectively giving chase).

Praetorians are too expensive to use as your primary defensive troop, but when employed in conjunction with Legionaries and/or Spearmen, they greatly augment defensive positions. They're great for keeping your leaders safe while your offensive troops battle on the front.

NOTE

Praetorians can traverse any passable terrain, including shallow water, making them more versatile than Legionaries.

Special Troops

In addition to their fighting troops, every civilization has two “special” troops that augment the performance of the rest of the army. The Romans' special troops are the Centurion and the Physician.

Centurion



Special Abilities:

◆ **Extra Stamina Regeneration.** When this ability is active, the Centurion uses his own stamina to increase the rate of stamina regeneration of the troops within his sphere of influence.

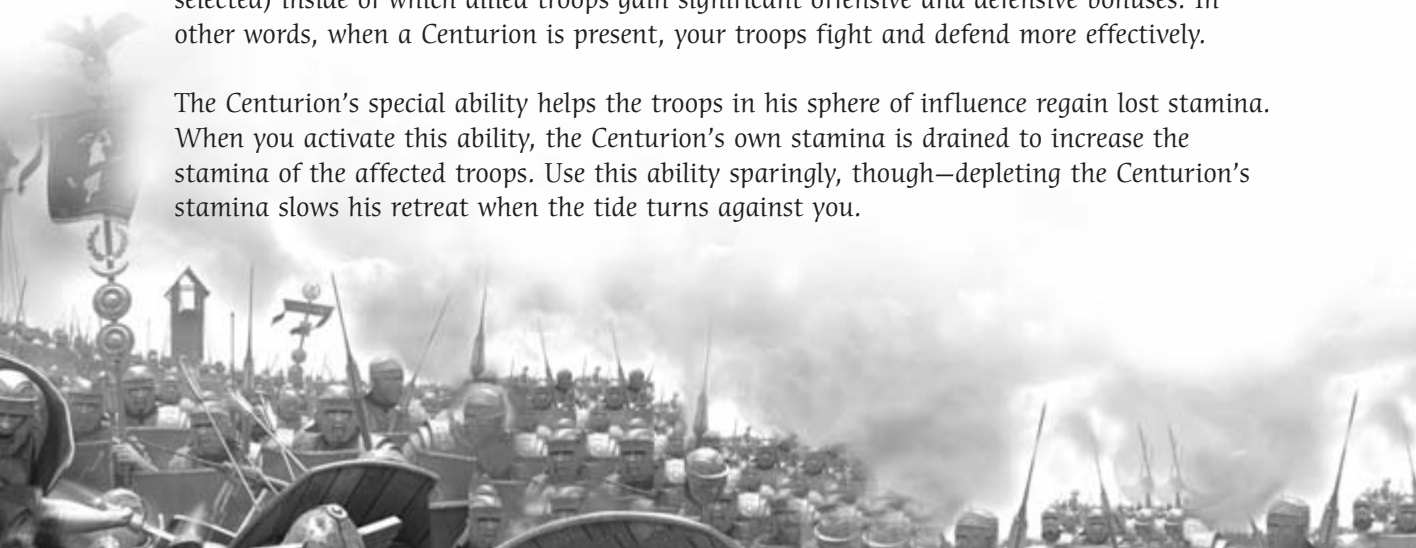
Special Formations:

◆ None

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Historically, the Roman generals known as Centurions were responsible for rallying the troops and leading them to victory on the battlefield. This tradition is carried on in *Praetorians*. Centurions have a sphere of influence (indicated by a blue ring when the Centurion is selected) inside of which allied troops gain significant offensive and defensive bonuses. In other words, when a Centurion is present, your troops fight and defend more effectively.

The Centurion's special ability helps the troops in his sphere of influence regain lost stamina. When you activate this ability, the Centurion's own stamina is drained to increase the stamina of the affected troops. Use this ability sparingly, though—depleting the Centurion's stamina slows his retreat when the tide turns against you.



Centurions also help to control villages. After you build a garrison, a Centurion can occupy the village, letting you recruit and train the village citizens to form new troops (see Chapter 2 for details).

Unlike other troops, Centurions cannot be trained in villages. You must promote Centurions from within the ranks of existing troops, a process that takes several seconds to complete. When you do so, the number of soldiers in the troop from which the Centurion is promoted is reduced by one. You can promote one Centurion for every 100 Unit Control Points (see Chapter 2 for details).

Use Centurions in combat whenever possible. Position them close enough to the action to affect as many of your troops as possible, but far enough back so that they don't engage in combat themselves. When set upon by enemy troops, Centurions don't survive long.



CAUTION

Expose only “generic” Centurions to combat. Often, in the single-player campaign, the Centurion or Centurions accompanying your army are high-ranking officials who must survive for you to complete the mission. Keep Centurions named in the mission objectives out of harm's way at all costs, even if it means a drop in combat efficiency.

Physician



Special Abilities:

- ◆ **Cure Diseases.** When this special ability is active, a Physician can heal the effects of poison and blindness inflicted upon your troops by the enemy.

Special Formations:

- ◆ None

Almost as important to your army as Centurions are Physicians. Like Centurions, Physicians have a sphere of influence (marked by a green circle). Any troops inside the circle benefit from the Physician's effects.



The Physician's primary function is to heal war wounds. Troops recover health gradually (but constantly) when within the Physician's sphere of influence. Troops who are affected by a Physician have a red cross attached to their troop icon. Physicians can also heal battle damage quickly when assigned to a specific troop. When your troops are at rest, Physicians automatically move from troop to troop healing them. When being healed, your troops are surrounded by a red aura.

In addition to the Physician's passive abilities, he can heal diseases such as the poisonous effects of Egyptian Nubian Archers' arrows and the blindness inflicted by Barbarian Druids.

Consider having at least one Physician follow your troops into combat, keeping him close enough for your troops to enjoy his services but far enough back to prevent him from being attacked. Your troops survive combat better when under the Physician's healing influence. You are limited to two Physicians.

TIP

When an enemy force is accompanied by a medic—Physician, Druid, or Priest—assign one of your troops to take him out. The rest of the enemy troops are easier to defeat if you eliminate their healer.

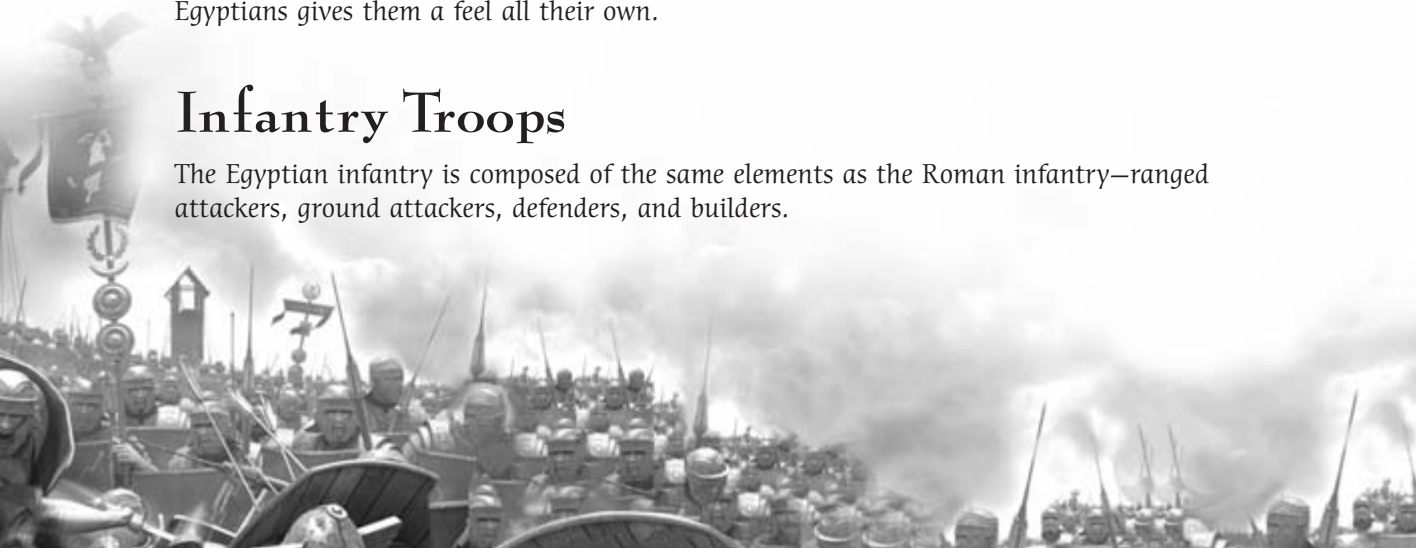


EGYPTIAN TROOPS

The Egyptians field a fighting force with the same basic elements as that of the Romans: infantry, cavalry, and a host of special troops. Although many of the basic tactics are similar to those used when controlling the Roman army, the special abilities and fighting style of the Egyptians gives them a feel all their own.

Infantry Troops

The Egyptian infantry is composed of the same elements as the Roman infantry—ranged attackers, ground attackers, defenders, and builders.



Individual Egyptian troops are smaller than Roman troops—typically, each troop consists of about half the number of individual soldiers found in equivalent Roman infantry troops. The up side to this is that their troops take less time and fewer citizens to recruit and train. The down side is that the Egyptians use more Troop Control Points (TCPs) than the Romans to control an equivalent number of individuals. For example, one troop of 30 Auxiliary Archers costs the Romans a single TCP, whereas the Egyptians can control a troop of only 16 Archers with one TCP. This is a limiting factor in multiplayer and skirmish missions, which have a set number of TCPs that applies to all players and civilizations in the scenario. (See Chapter 2 for details on Troop Control Points.)

Archers



Special Abilities:

- ◆ **Pray.** Many Egyptian troops can invoke this ability to recover their stamina at a higher-than-normal rate.

Special Formations:

- ◆ **Stationary.** This formation functions identically to the Stationary formation available to Roman Auxiliary Archers (described earlier in this chapter). Egyptian Archers can assume and break this formation quicker than their Roman counterparts.

Egyptian Archers are virtually identical in performance and fighting abilities to Roman Auxiliary Archers. (The combat strategies discussed for Auxiliary Archers in the “Roman Troops” section earlier in this chapter apply to Egyptian Archers as well.)

The primary difference is that there are fewer soldiers in an Egyptian Archer troop. Therefore, individual troops are easier to wipe out. This increases the need to keep Archers well away from hand-to-hand combat.

NOTE

When you're playing as the Egyptians in a multiplayer or skirmish game, the Pray ability keeps your troops' stamina high (it automatically activates when needed when the troop is at rest). The ability to regenerate stamina quickly allows Egyptian troops to run longer and farther than their Roman and Barbarian counterparts.

Guardsmen



described for Spearmen earlier in this chapter apply to Guardsmen as well. Like Spearmen, Guardsmen cannot enter forests.

Unlike Spearmen, Guardsmen don't have a protecting formation, so they're more vulnerable than their Roman counterparts to attacks by bow-wielding enemies.

Slaves



Special Abilities:

- ◆ **Pray.** This ability allows the troop to recover stamina at a higher-than-normal rate.

Special Formations:

- ◆ **Stationary.** This formation functions identically to the Stationary formation available to Roman Spearmen (described earlier in this chapter).

Guardsmen are the Egyptian equivalent of Roman Spearmen. The two troops' abilities and limitations are very similar, so the tactics

described for Spearmen earlier in this chapter apply to Guardsmen as well. Like Spearmen,

Guardsmen cannot enter forests.

Unlike Spearmen, Guardsmen don't have a protecting formation, so they're more vulnerable than their Roman counterparts to attacks by bow-wielding enemies.

Special Abilities:

- ◆ **Construction.** This ability allows Slaves to complete the construction of buildings and siege engines faster. The side effect to their increased speed is rapid loss of stamina and death of individuals within the troop.

Special Formations:

- ◆ None

Slaves are the Egyptian's building troop, and like Roman Auxiliary Infantry, that's about all they're good for. You can use them in combat in a pinch, but they're a delaying tactic at best. They don't survive long in a fight.

Despite their smaller troop size, Slaves work nearly as fast as their Roman and Barbarian counterparts when building. The numerical disadvantage lies in the control of siege engines. Egyptians need just as many individuals to control their siege engines as their opponents, and Slave troops are quickly depleted when asked to build these devices.

TIP

The extra build speed you get by using the Slave troop's Construction ability is seldom worth the depletion of Slave resources. When possible, assign multiple Slave troops to a construction project rather than working a single Slave troop to death.

Soldiers



Special Abilities:

- ◆ **Pray.** Allows the troop to recover stamina at a higher-than-normal rate.

Special Formations:

- ◆ None

Although their basic characteristics resemble those of Legionaries, Egyptian Soldiers are somewhat lacking compared to the versatility of their Roman counterparts. They can't form the defensive Turtle formation, which reduces their defensive capabilities. They also cannot launch a ranged attack to weaken their enemies before engaging in close combat.

Nevertheless, Soldiers are the Egyptians' best defensive infantry troop, and they're useful for guarding stationary or slow moving targets. The Soldiers' Pray ability gives them a slight mobility edge over their enemy counterparts when needed, but their low movement speed is still a hindrance when you need to move them over long distances.

NOTE

Egyptian Soldiers cannot move through shallow rivers and floodplains.



Cavalry Troops

The Egyptian army employs cavalry troops similar to those of their Roman and Barbarian opponents—a ranged attack troop and close attack troop. Due to Egypt's desert climate, they use camels rather than horses.

Camel Archers

**Special Abilities:**

◆ None

Special Formations:

◆ None

Camel Archers adhere to all of the same rules and tactics that apply to Archer Cavalry (described earlier in this chapter) and they share the same basic statistics. They have a slight edge in speed over their Roman counterparts, and the greater height and different build of the camel makes them more resistant to arrow and lance/spear attacks than other mounted archers. However, Camel Archers are very poor in close combat, making it imperative to keep these troops beyond the reach of enemy melee troops whenever possible.

Camel Riders

**Special Abilities:**

◆ None

Special Formations:

◆ None

Camel Riders are the Egyptian answer to the mounted troops employed by the Romans and Barbarians. Statistically, this troop is an even match for Roman Equites, but it has a slight edge when it comes to speed. Camel Riders also share the Camel Archers' added resistance to arrow and lance/spear attacks, giving the

Egyptians an advantage when overriding fortified locations. Even so, long exposure to bow-wielding enemies is the bane of any mounted troop, so even Camel Riders should steer clear of arrows when possible.

Elite Troops

The Egyptian elite troops offer a wider variety than those of the Romans or the Barbarians, with a bow-wielding troop, a mounted troop, and a unique one—the War Chariot troop.

Nubian Archers



Special Abilities:

♦ **Poison.** Nubian Archers fire poison-tipped arrows that damage the troops they hit over time, eventually causing death if the poison is not countered.

Special Formations:

♦ None

Nubian Archers are the game's finest ranged attack troop. They have the longest range of any archer troop, which gives the Egyptians a distinct advantage when it comes to ranged combat. Nubian Archers are also hardier than any of their bow-wielding counterparts when it comes to hand-to-hand engagements. They have a better chance of surviving if the enemy breaks through the line and engages them. Even so, their low hand-to-hand attack ability makes them impractical combatants in melee engagements, and they should be kept out of the fray.

Nubian Archers can also fire poison-tipped arrows. This makes their attack doubly effective: they inflict immediate damage with the arrow and that damage continues over time (eventually killing the target) due to the poison. Enemy troops affected by poison are surrounded by a green sparkle effect.

Parthian Cavalry



Special Abilities:

♦ **Parthian Shot.** This ability allows Parthian Cavalry troops to fire arrows while they are moving, as long as they have stamina remaining.

Special Formations:

♦ None

Just as the Egyptians field the best infantry archers in the game, they also field the best cavalry archers. Parthian Cavalry troops inflict greater damage with their shots than other mounted archers, and thanks to their special ability, they can fire while moving—an advantage that usually allows them to get in the first (or last) shot in an engagement.

In addition to their offensive abilities, Parthian Cavalry troops are better able to defend themselves in close combat, giving them greater survivability than their counterparts if their position is overrun. As with all ranged attackers, though, keep them out of the melee for maximum effect.

War Chariots



Special Abilities:

◆ None

Special Formations:

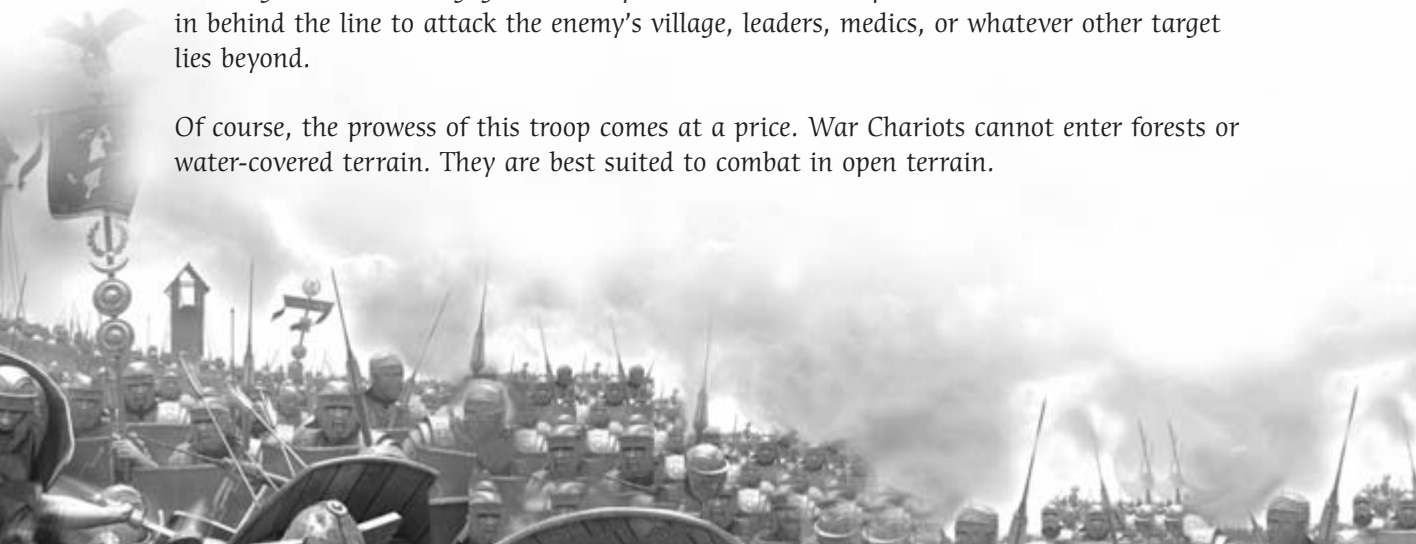
◆ None

The Egyptians' War Chariots are unique in many ways. They are among the highest-rated troops both offensively and defensively. They make excellent defenders, but their abilities are largely wasted in that role. War Chariots were made to press the offensive, and that's how you should use them.

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The War Chariot's best feature is its ability to ignore enemy troops. Every other troop automatically engages in combat when it encounters an enemy. War Chariots can make an end run around enemy troops, ignoring them entirely. This makes War Chariots ideal for flanking maneuvers. Engage the enemy line with other troops and send the War Chariots in behind the line to attack the enemy's village, leaders, medics, or whatever other target lies beyond.

Of course, the prowess of this troop comes at a price. War Chariots cannot enter forests or water-covered terrain. They are best suited to combat in open terrain.



Special Troops

Like the Romans, the Egyptians have leader and medic troops. Their primary effects—bolstering combat ability and healing troops, respectively—are present, but Egyptian special troops differ from their Roman counterparts.

Official



Special Abilities:

- ◆ **Mirage.** This ability allows the Egyptian Official to create an illusionary copy of any troop under his command. This illusion behaves in every way like the troop it emulates, but cannot inflict damage. The illusionary troop disappears as soon as it enters melee combat with an enemy troop.

Special Formations:

- ◆ None

Egyptian Officials perform the same attack and defense bolstering and village control functions as Roman Centurions (see the Centurion's description earlier in this chapter for details). The level of combat support the Official provides is evenly balanced between attack and defense, whereas the Roman Centurion's combat bonuses tend toward the defensive. (For the exact bonuses imparted to troops under the Official's influence, see the game manual.)

Officials, unlike Centurions, are not mounted troops. This makes them more susceptible to attack. When you're up against Egyptian troops, use this to your advantage to eliminate the Egyptian leader (and the attack and defense bonuses he generates) when you encounter one in combat.

The Official's Mirage ability is an interesting weapon. He can make an attacking force look more formidable and, ideally, draw attackers away from his real troops. This ability makes it even more imperative that you eliminate Officials when you encounter them. If you don't, you risk wasting time and effort chasing phantoms.



CREATING MIRAGE TROOPS

Follow these steps to create mirage troops:

1. Select your Official.
2. Click the Mirage button in the Orders Area.
3. Left-click on the troop you want to duplicate (you can click any nearby friendly troop on the battlefield).
4. A mirage of the selected troop appears at the Official's position.

A sparkling yellow aura circles the mirage troop so that you can easily identify it. While the mirage troop exists, you can order it around in the same manner as your real troops.

To create a mirage troop, your Official's stamina level must be at 100 percent. The mirage troop remains active for about a minute, or until an enemy troop physically engages the mirage.

Priest



Special Abilities:

- ◆ **Mana Aura.** When this ability is active, troops within the Priest's sphere of influence regain their stamina more quickly (at the cost of the Priest's own stamina).

Special Formations:

- ◆ None

Priests are functionally identical to Roman Physicians in most ways, so the strategies and tactics for the Roman medic apply to his Egyptian counterpart. (See the description of the Physician earlier in this chapter for details.)

The Priest cannot cure poison or blindness effects, but he can rapidly boost the stamina of troops within his sphere of influence. This ability is functionally identical to that of the Roman Centurion. The drawback to having this ability attached to a medic rather than a leader is that medics have a smaller sphere of influence, thus affecting fewer troops simultaneously.

BARBARIAN TROOPS

Barbarians field a strong, well-organized fighting force. What they lack in traditional military discipline they make up for in savagery and determination. For the most part, their troops are very strong on the attack, and among their forces is the most fearsome mounted troop in the game.

Infantry Troops

The Barbarians also field a mix of infantry troops. Like the Egyptians, Barbarian infantry troops consist of about half the number of individual soldiers in Romans troops. Thus, they suffer the same drawback in terms of available TCPs in multiplayer and skirmish games. However, the offensive ferocity of Barbarian infantry troops is usually more than enough to compensate.

Bowmen



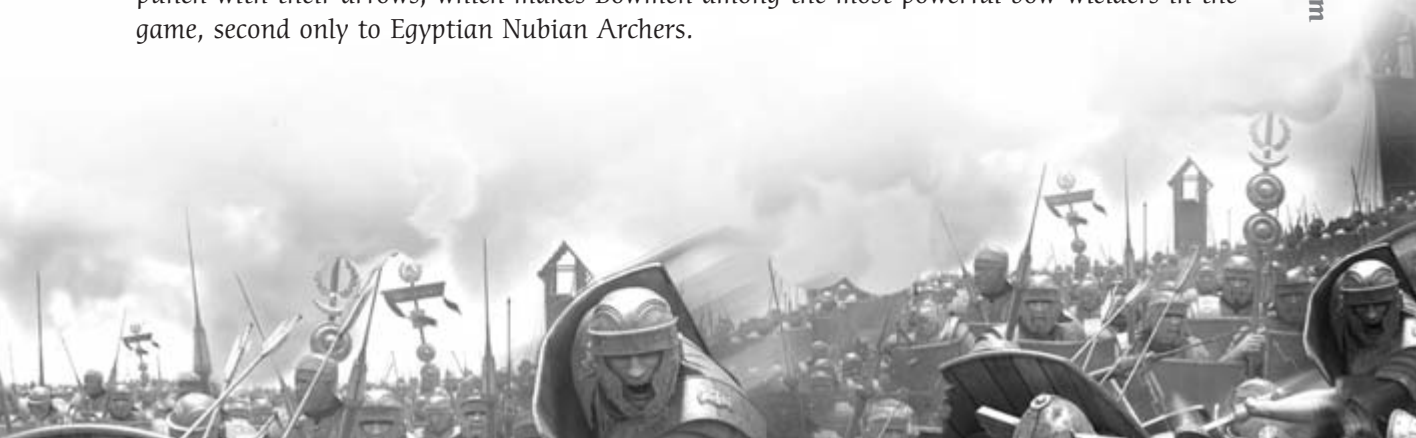
Special Abilities:

- ◆ None

Special Formations:

- ◆ **Stationary.** This formation is functionally identical to the Stationary formation employed by Roman Auxiliary Archers (described earlier in this chapter).

Bowmen share many characteristics with Roman Auxiliary Archers, so the same basic strategies apply to these troops. (See the description of Auxiliary Archers earlier in this chapter for details.) They do have some advantages over their Roman and Egyptian counterparts, however. Chief among these are superior health and slightly better close combat damage, which increases their chances of survival in melee combat. They also pack more of a punch with their arrows, which makes Bowmen among the most powerful bow-wielders in the game, second only to Egyptian Nubian Archers.



Infantry



Special Abilities:

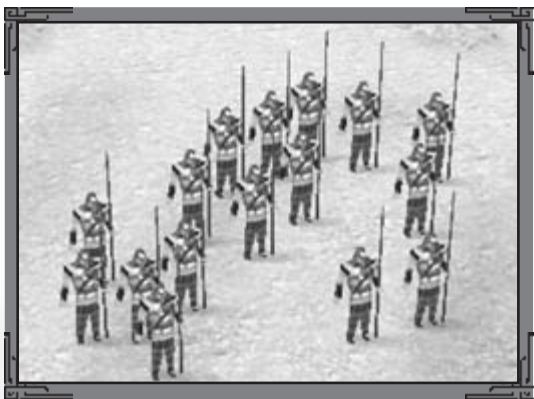
- ◆ **Throwing Axes:** Barbarian Infantry units can launch a single ranged attack at an opponent prior to engaging in hand-to-hand combat.

Special Formations:

- ◆ None

Barbarian Infantry troops serve the same primary function as Roman Auxiliary Infantry and Egyptian Slaves—they construct and repair structures and siege machines. Combat-wise, they are the least formidable troop in the Barbarian infantry and should not be used in battle unless no other troop is available. When forced to do battle, Infantry troops are on par with their Roman counterparts because both can launch a ranged attack, an ability not shared by Egyptian Slaves.

Pikemen



Special Abilities:

- ◆ None

Special Formations:

- ◆ **Stationary.** Barbarian Pikemen can employ a Stationary formation that is functionally identical to that of their Roman counterparts. (See the description of Spearmen earlier in this chapter for details.)

Barbarian Pikemen best their counterparts—Roman Spearmen and Egyptian Guardsmen—in both health and attack strength, making them the game's most formidable spear-carrying troops. Like Egyptian Guardsmen, Pikemen lack the Roman Spearmen's ability to assume a

defensive formation to protect the troop from incoming arrows, but this troop's higher health compensates for this somewhat, making them better able to survive an archer onslaught.

Other than the characteristics mentioned above, the strategies and limitations of Roman Spearmen (described earlier in this chapter) apply equally well to Pikemen.

Warriors



Special Abilities:

- ◆ **Throwing Stones.** Prior to engaging in hand-to-hand combat, Barbarian Warriors can launch a single ranged attack at their enemies.

Special Formations:

- ◆ None

Barbarian Warriors are the rough equivalent of Roman Legionaries and Egyptian Soldiers. But, whereas their counterparts are defensively strong, Warriors sacrifice some of their defensive strength for a stronger attack. Nevertheless, they are the best defensive troops available to the Barbarians (with the exception of German Cavalry), so use them in the same way you would Legionaries. (See the description of Legionaries earlier in this chapter for details.)

Like Roman Legionaries, Warriors can launch a single ranged attack to whittle down the strength of their enemies before engaging in close combat. This gives Warriors an edge over Egyptian Soldiers.



NOTE

The Warrior's special attack freezes its victim in place for a short period of time.



Cavalry Troops

Historically, the Gauls (who were among the Barbarian tribes) had some of the finest mounted troops of this historical period. In *Praetorians*, however, the Barbarian cavalry units are basically on par with those of the Romans and Egyptians.

Noblemen

**Special Abilities:**

- ◆ None

Special Formations:

- ◆ None

Noblemen are the Barbarian counterparts to Roman Equites, sharing the same basic characteristics, strategies, and limitations. (See the description of Equites earlier in this chapter for details.)

Mounted Bowmen

**Special Abilities:**

- ◆ None

Special Formations:

- ◆ None

Mounted Bowmen are the Barbarian equivalent to Roman Archer Cavalry, sharing the same basic characteristics, strategies, and limitations. (See the description of Archer Cavalry earlier in this chapter for details.)

Elite Troops

The Barbarians field some of the finest elite troops in the game, including the powerful German Cavalry. The Barbarian elites are designed to deliver fierce, powerful attacks that surpass those of the elites in the Roman and Egyptian armies.

Berserkers



Special Abilities:

- ◆ None

Special Formations:

- ◆ None

Berserkers are fierce warriors who inflict incredibly high damage. Attack-wise, they are second only to Roman Gladiators among elite infantry troops. Unfortunately, their low defense severely decreases their survivability despite their high health factor. For this reason, Berserkers are most effective

when employed against enemy troops with low hand-to-hand attack factors, such as ranged attackers (e.g., Archers, Balearic Slingers).

German Cavalry



Special Abilities:

- ◆ **Impale Charge.** When this ability is active, the German Cavalry troop can be ordered to charge any infantry troop with its lances before engaging in close combat. This ability uses up most of the troop's stamina, but it is often enough to mow down an entire enemy infantry troop in one fell swoop.

Special Formations:

- ◆ None

No troop is more fearsome than German Cavalry. You get a taste of what this troop can do in a couple of the single-player campaign missions where you control mercenary units. Once you do, you're going to want a couple German Cavalry troops in your attack force all the time.

The German Cavalry's statistics speak for themselves. Among elite troops, only the Egyptian War Chariot comes close in overall combat effectiveness, and German Cavalry surpasses the War Chariot when it comes to versatility. Unlike other mounted troops, German Cavalry troops can move through forests, making them dangerous regardless of the terrain.

When you have the opportunity to command this awesome unit, use it as the vanguard of your attack force. With German Cavalry moving ahead to sweep the path of enemies, the rest of your troops will see very little combat unless you are grossly outnumbered.

TIP

Though it is wonderful to have German Cavalry on your side, it can be devastating to face these troops as enemies. If you find yourself up against German Cavalry, remember that this mounted troop suffers from the same weaknesses as most other cavalry—arrows and spears.

Hunters



Special Abilities:

- ♦ **Ambush Attack.** When hidden in a forest, Barbarian Hunters can be set to automatically launch a particularly fierce surprise attack on any enemy troop that enters their line of sight. This ability uses a great deal of stamina, and the troop doesn't regain stamina while in ambush mode.
- ♦ **Frenzy.** When they enter combat, Hunters engage in a frenzy that temporarily increases their offensive effectiveness.

Special Formations:

- ♦ None

Unlike most bow-wielding troops, which are designed to fight from a distance and avoid melee combat, Barbarian Hunters are multipurpose troops who are nearly as adept at hand-to-hand combat as they are with a bow.

The strength of Hunters lies in their special abilities. Chief among these is the Ambush Attack. Placing one or two Hunter troops in Ambush mode in the forest along a major road is one of the best booby traps you can engineer. This is, in fact, the best way to use Hunters—setting up covert crossfires into which you can lead unsuspecting enemy troops.

The Frenzy ability takes advantage of the Hunters' heightened hand-to-hand combat skills. While the troop's stamina lasts, they can hold their own with almost any enemy troop when in Frenzy mode. Even so, think twice before using Hunters for this purpose. They're most effective when using their bows.

Special Troops

Like the Romans and Egyptians, Barbarians employ leader and medic troops, each of which has unique special abilities.

Chieftain



Special Abilities:

- ◆ **Steal Stamina.** The fearsome appearance and demeanor of Barbarian Chieftains lets them gradually drain the stamina from any selected enemy troop.

Special Formations:

- ◆ None

Barbarian Chieftains serve the same basic function as Roman Centurions and Egyptian Officials. Their main job is to support their troops and control villages. Whereas the combat support provided by Centurions is skewed toward defense, and the Egyptian Official's combat support is balanced between offense and defense, Barbarian Chieftains primarily bolster their troops' attack capabilities. (For exact combat enhancement percentages, see the *Praetorians* game manual.)

The special ability wielded by Chieftains drains stamina from selected enemy troops. While this doesn't pose the same level of threat as the Egyptian Official's ability to conjure phantom troops, it is still extra motivation to eliminate Chieftains whenever you see them in the vicinity of a battle.



For tips and strategies on using leader units, see the Centurions description earlier in this chapter.

TIP

Your enemies benefit from combat enhancements from their leaders—Centurions, Officials, and Chieftains—just as you do. If you see a leader near your enemies, send a fast flanker such as an Equite or the equivalent to take out the enemy leader. Doing so greatly reduces the enemy troops' offensive and defensive effectiveness.

USING BARBARIAN CHIEFTAINS TO DRAIN STAMINA

Follow these steps to use your Chieftain's Steal Stamina ability:

1. Select the Chieftain.
2. Left-click the Steal Stamina button in the Orders Area.
3. Left-click the enemy troop from which you want to steal stamina.

Draining stamina uses up your *Chieftain's* stamina, so choose your targets wisely. The best targets are troops that are trying to run away or fast units that could flank you or overrun your fortified positions.

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Druid



Special Abilities:

- ◆ **Blind Troop.** Druids can use this ability to temporarily blind a selected troop. Blinded troops are reduced in hand-to-hand combat effectiveness and lose their ability to launch ranged attacks.

Special Formations:

- ◆ None

Druids share the same healing abilities as Roman Physicians and Egyptian Priests, and share all of the same characteristics. (For general tactics and tips for using medic units, see the Physician's description earlier in this chapter.)



Given the offensive bent of Barbarians in general, it isn't surprising that their medics are the only ones who can actually harm the enemy. In addition to their beneficial effects, Druids can inflict temporary blindness on enemy troops. This ability drains the Druid's stamina and the effect is only temporary. Used judiciously, it can give the Barbarians a very real edge in combat.

USING DRUIDS TO INFLICT BLINDNESS

Follow these steps to invoke the Druid's Blind Troops special ability:

1. Select the Druid.
2. Left-click the Blind Troop button in the Orders Area.
3. Left-click the enemy troop you want to blind.

Blinded troops are surrounded by a swirl of glowing white dots.

Invoking blindness drains the perpetrator's stamina, so choose your targets with care. The best targets are always ranged attackers (Archers, Balearic Slings, etc.). In an intense combat situation, blind the troops that are likely to inflict the most damage on your forces.

COMMON TROOPS

In addition to the civilization-specific troops described throughout this chapter, a number of core troops are available to all three tribes.

Scouts

Scouts are support troops that explore the map and spy out enemy territory without risking your valuable combat troops. Both scout types have a superior line of sight (better than any of your combat troops) and fast movement, but each also has unique inherent abilities.

NOTE

Scouts have no combat ability. If they are discovered by the enemy and attacked, they have little chance of survival. Even so, losing an inexpensive scout is always preferable to losing a combat troop to an ambush.

Hawk Scout



Hawk Scouts have an avian companion that they release on command to scout terrain from high above. The Hawk Scout's bird can cover a large amount of territory in a short time, but returns to its master immediately after reaching its destination or when its stamina level reaches zero. The bird also returns immediately if ranged enemy attackers shoot at it.

Hawk Scouts are a great way to get a quick peek at the map, but the view lacks permanence—the terrain is revealed only as long as it remains within the bird's line of sight. Hawk Scouts are most effective on maps with little or no forest cover, as the bird cannot see troops hidden under trees. On heavily forested maps, Hawk Scouts provide an incomplete picture of enemy forces.

Wolf Scout



Wolf Scouts lack the literal bird's-eye view provided by Hawk Scouts, but the picture they reveal is usually more complete.

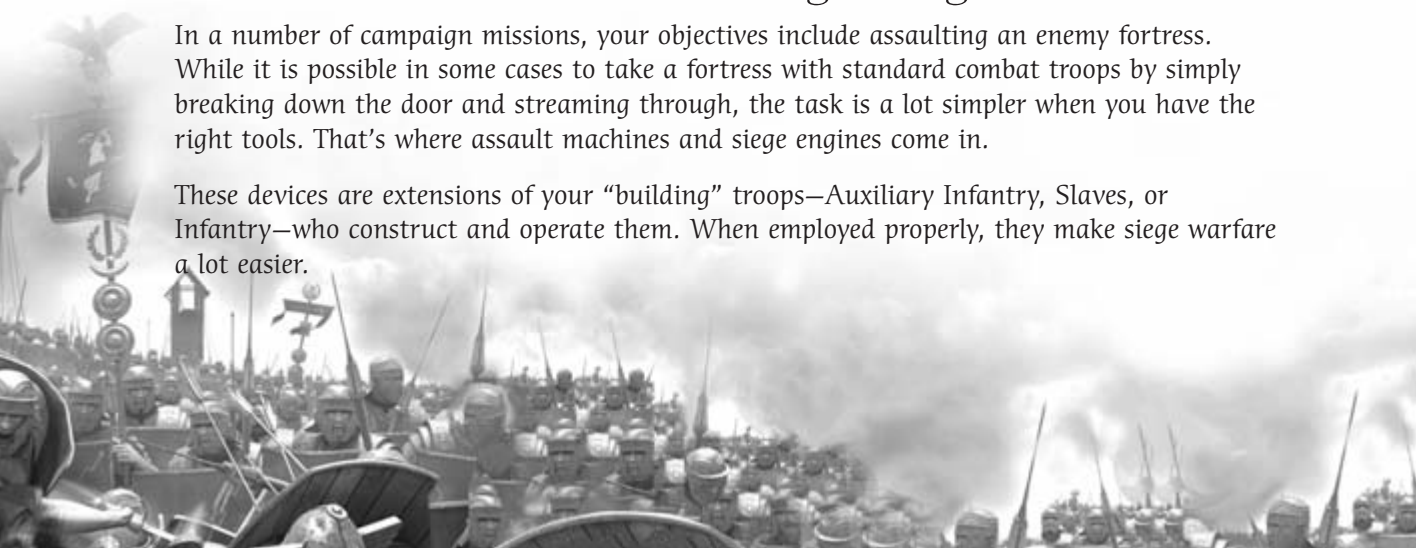
The scout's wolf travels to whatever point you designate (within the limits of its stamina), revealing a swath of terrain as it goes. If the wolf goes unnoticed, it remains on station at its destination, allowing you to watch the target area for an extended period.

Although Wolf Scouts can see enemies under forest cover, their field of view is more limited than that of their avian counterparts. The wolf can overlook enemies that are just outside its path. Always have your troops follow directly in the wolf's path to avoid surprises.

Assault Machines and Siege Engines

In a number of campaign missions, your objectives include assaulting an enemy fortress. While it is possible in some cases to take a fortress with standard combat troops by simply breaking down the door and streaming through, the task is a lot simpler when you have the right tools. That's where assault machines and siege engines come in.

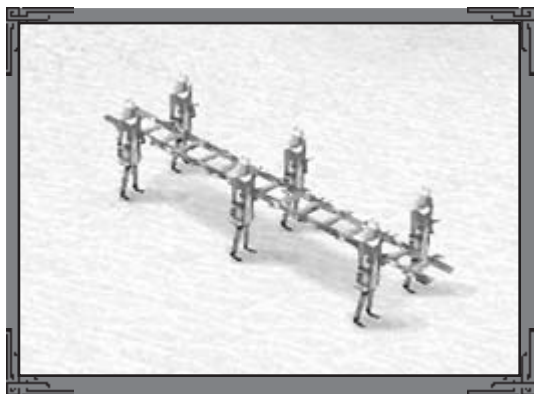
These devices are extensions of your "building" troops—Auxiliary Infantry, Slaves, or Infantry—who construct and operate them. When employed properly, they make siege warfare a lot easier.



NOTE

Except for the Assault Ladder, all assault machines and siege engines are incapable of moving through water or forests. In addition to these restrictions, Assault Towers cannot move up and down hills.

Assault Ladder



Of all the assault devices available, the Assault Ladder is the fastest to build. It is also the least effective. When you're attacking a well-defended fortress, Assault Ladders seldom make it to the wall and, if they do, they don't last long.

For their successful deployment, build the ladders a reasonable distance from the fortress and approach from a lightly guarded direction, while simultaneously mounting a frontal assault with one or two troops to

distract the enemy. Take out any resistance along the target wall using your archer troops to make sure the wall above the ladders is clear of enemies. Send your invading troops in when the ladder is in place. Chances are that it won't last long.

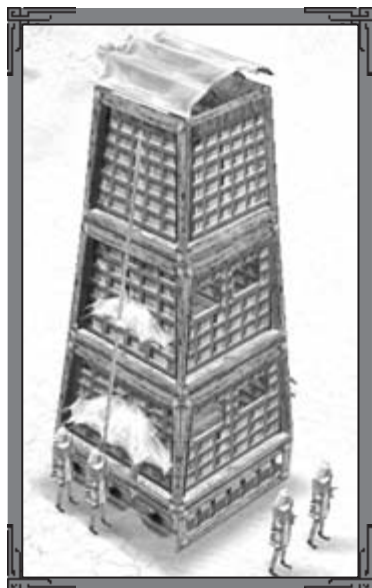


CAUTION

Make sure the troops you intend to send up the Assault Ladder have plenty of stamina so that they can reach the top at a run. When they are on the ladder, your troops cannot fight or defend themselves, so they are sitting ducks for an enemy attack. Minimize their exposure in this vulnerable position.



Assault Tower



Assault Towers are a better alternative than Assault Ladders for sending invading troops into an enemy fortress. You can place up to three troops inside the tower and, when the tower is against the wall, the troops can disembark onto the wall.

The disadvantage of this method of encroachment is speed. The Assault Tower's slow movement rate leaves it vulnerable to enemy attack as it approaches the wall. It is imperative that you clear the target wall or keep the enemy troops there otherwise engaged during the approach.

Assault Towers, like siege engines and defensive towers, are extremely vulnerable to fire. If the fire inflicts enough damage to the tower, the troops inside are forced to evacuate.

TIP

Always include one ranged attack troop in an Assault Tower. The ranged attackers can fight on the way in, making the tower a threatening and useful presence during its approach, rather than simply a large, slow-moving target.



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Ballista



Ballistas, giant catapults that hurl sharpened logs over great distances, are useful as assault devices and as anti-troop weapons. When attacking a fortress, target the gates—the Ballista's massive bolt inflicts a great deal of damage. In the field, use the Ballista to thin out enemy troops at long range. Even if you get in only a single shot before the enemy engages your troops, you can tilt the odds significantly in your favor.

Speed and fire are the Ballista's greatest enemies. Slow to move and slow to fire, this siege engine spends more time as a target than as a weapon. Use your troops to keep enemy combatants away from the Ballista's position, and avoid exposure to bow-wielding enemies whenever possible to extend the weapon's life.



TIP

Keep an Auxiliary Infantry troop (or the equivalent) nearby whenever you're employing assault machines and siege engines. If the devices are damaged but not destroyed, you can order your troop to repair them. This process takes about a minute (depending on the severity of the damage), and so depends on your ability to keep the damaged weapon out of the line of fire while repairs are completed.

Battering Ram



Unlike Ballistas and Catapults, Battering Rams must make contact with their target to deliver damage. If you can provide enough troop cover to get the device to the designated target, there is no better way to assault fortress gates, village garrisons, and defensive towers.

Unfortunately, as with other assault machines and siege engines, the Battering Ram is slow moving and vulnerable to attack, especially fire. Although its life expectancy is higher than other siege engines, it's essential to draw enemy fire away from the Battering Ram.

Catapult



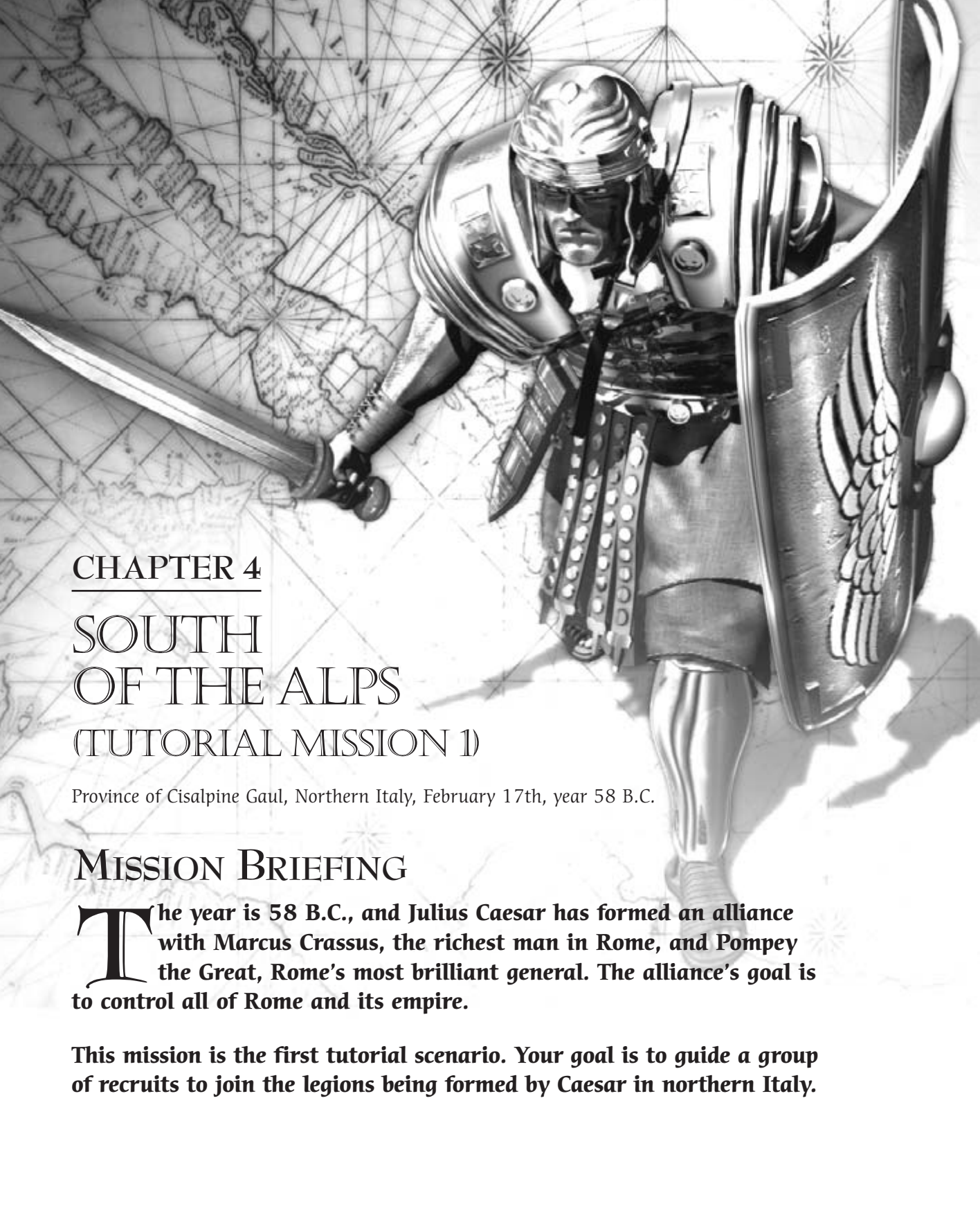
Catapults are the most versatile siege engines available, and probably the ones you will use most often. Although they fall short of the Ballista in overall range, they hurl their projectiles in an arc that allows them to fire over fortress walls, trees, and other terrain obstacles.

Catapults are the only siege machines with special abilities. In addition to their normal payload (giant boulders), you can order them to fire two other projectile types:

- ◆ **Barrage.** This ammunition—a collection of smaller rocks rather than one large one—is the best choice when firing at troops rather than large, solid targets.
- ◆ **Flaming Stone.** Flaming projectiles are useful for destroying enemy structures that are vulnerable to fire (villages, garrisons, Assault Towers, and so on).

As with all other troop special abilities, using the Catapult's special ammunition types depletes its stamina, so use these abilities sparingly.

Catapults share the same vulnerabilities suffered by Ballistas—they are slow to reload, slow to move, and vulnerable to fire.



CHAPTER 4

SOUTH OF THE ALPS (TUTORIAL MISSION 1)

Province of Cisalpine Gaul, Northern Italy, February 17th, year 58 B.C.

MISSION BRIEFING

The year is 58 B.C., and Julius Caesar has formed an alliance with Marcus Crassus, the richest man in Rome, and Pompey the Great, Rome's most brilliant general. The alliance's goal is to control all of Rome and its empire.

This mission is the first tutorial scenario. Your goal is to guide a group of recruits to join the legions being formed by Caesar in northern Italy.

OBJECTIVES

- 1. Meet your guide at the river
- 2. Destroy all enemy forces
- 3. Agrado of Talagatta must survive
- 4. Escort Agrado to the end of the valley

Table 4-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Infantry	1	NA	NA
Auxiliary Archers	1	NA	NA
Spearmen	1, divided	NA	NA

NOTE

This tutorial scenario must be played on the Easy difficulty level—Normal and Hard modes are not available.

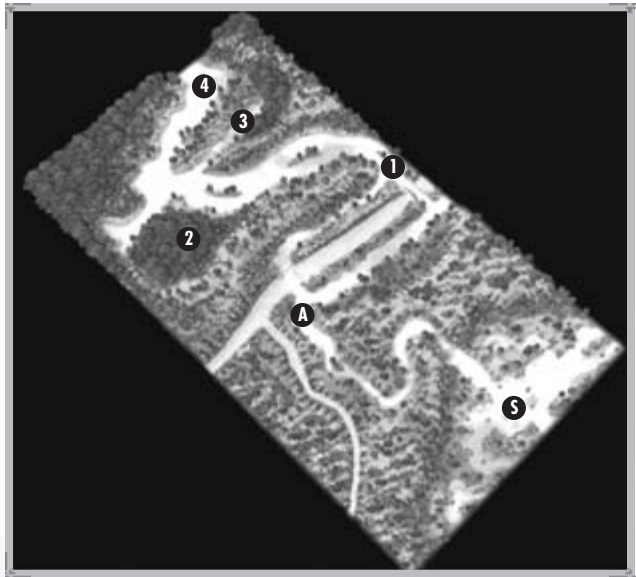


Fig. 4-1. South of the Alps map

Map Key

- S** Your Starting Position
- A** Agrado
- 1-4** Enemy Troop Starting Positions



MEETING AGRADO AND BANDITS ON THE BRIDGE



NOTE



This mission and the three that follow are guided tutorials. You can follow the in-game walkthrough if you choose, but it is not required. For the walkthroughs in this chapter and Chapters 5, 6, and 7, ignore the in-game training instructions and concentrate strictly on mission objectives.

Start by combining your Spearmen into one troop. Next, select all of your troops and proceed along the road to the ford in the river **A** where Agrado of Talagatta awaits you (see figure 4-2).



Fig. 4-2. Meet Agrado at the river to accomplish your first objective.

After greeting Agrado (thus accomplishing your first objective), proceed east along the river road toward the bridge. Agrado must survive the mission, so keep him behind the rest of your troops.

There is a group of Gaul bandits on the other side of the river **1**. When you near the bridge, order Agrado, your Auxiliary Archers, and your Auxiliary Infantry to hold position and send your Spearmen across the bridge to take out the enemies (see figure 4-3).

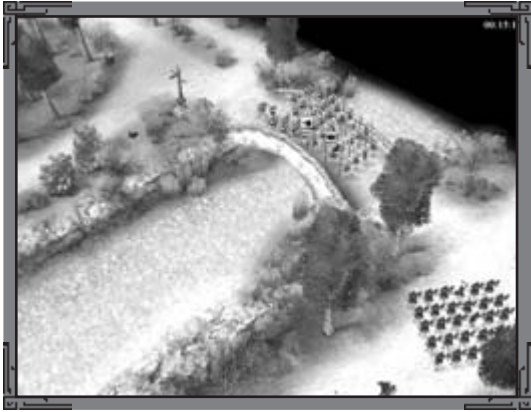


Fig. 4-3. Send your Spearmen to deal with the Gaul bandits at the bridge.

NORTH OF THE RIVER

After dealing with the bridge bandits, send all of your troops across the bridge and proceed west along the road. Pause when you reach the edge of the forest (just east of map position **2**). Gaul Bowmen are hiding in the forest **2**. They won't come to you, so send your Auxiliary Infantry and Auxiliary Archers into the woods to deal with them. Keep your archers at a distance and let them shoot while the Auxiliary Infantry handles the close combat (see figure 4-4).



Fig. 4-4. Let the Auxiliary Infantry and Auxiliary Archers take care of the bandits in the woods.

After the battle, muster your troops back on the trail. A troop of Gaul Infantry is on the hill just north of your position **3**. Send your Spearmen up the hill to fight the Gauls, with your Auxiliary Archers right on their heels. After defeating the Gauls on the hill, position your archers on the hill and attack



the remaining enemies below and to the north **4** (see figure 4-5). Position your Spearmen and Auxiliary Infantry at the bottom of the hill to take out any Gauls who try to reach to your archers.



Fig. 4-5. After dealing with the enemies on the hill, attack the remaining enemies with your Auxiliary Archers.



Remember, Agrado must survive. Keep him away from the battle.

After eliminating all enemy forces (which fulfills your second objective), select all of your troops (including Agrado) and move north to the end of the road to complete the mission (objectives 3 and 4).





CHAPTER 5

THE VILLAGE IN THE MOUNTAINS (TUTORIAL MISSION 2)

Province of Transalpine Gaul, Southern Gaul, March 2nd, year 58 B.C.

MISSION BRIEFING

Julius Caesar, triumphantly elected the consul of Rome, has secured the office of governor of the provinces located in northern Italy and Gaul for the next year.

This is the second tutorial scenario, where the recruits continue their journey to Caesar's future provinces, trying to determine the origin of the latest attacks by Gallic bandits.

Quickly, to arms! The enemy is upon us!

OBJECTIVES

1. Capture the village of Talagatta
2. Eliminate all enemy forces
3. Cnaeus Gabinus must survive
4. Caius Titus must survive
5. Agrado must survive

Table 5-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	NA	NA
Spearmen	2	NA	NA
Centurion (Caius Titus)	1	NA	NA
Druid (Cnaeus Gabinus)	1	NA	NA
Hawk Scout (Agrado)	1	NA	NA

NOTE

This tutorial scenario must be played on the Easy difficulty level—Normal and Hard modes are not available.



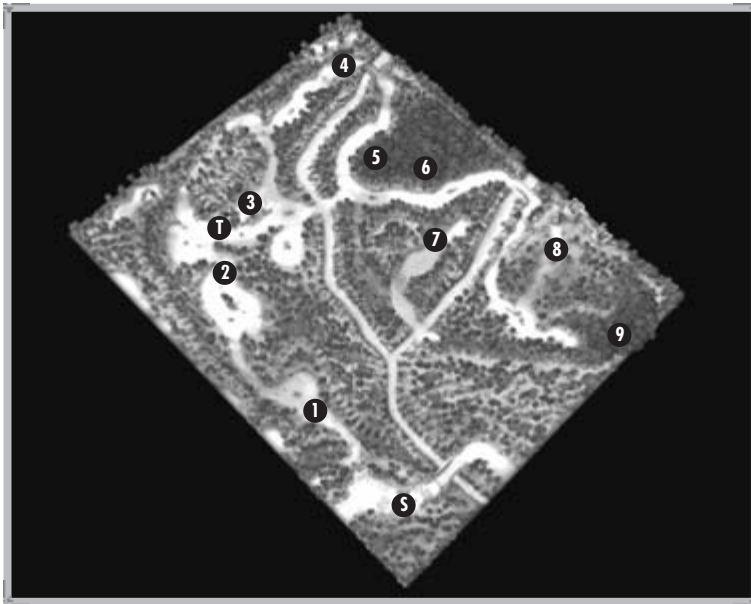


Fig. 5-1. The Village in the Mountains map

Map Key

- S** Your Starting Position
- T** Talagatta
- 1-9** Enemy Troop Starting Positions

THE ROAD TO TALAGATTA

Moments after the mission starts, several enemy troops move in from the north **1** and attack. Order your Spearmen to engage them while your Auxiliary Archers provide support from a distance (see figure 5-2). Three individuals—Agrado, Caius, and Cnaeus—must survive, so keep them clear of the fray.

Fig. 5-2. Don't wait for the first enemies to come to you—send your Spearmen out to meet them!

When the first wave of enemies is taken care of, march north up the road toward Talagatta **T**, leaving Agrado, Caius, and Cnaeus at the starting point to keep them out of harm's way.



Enemy troops are stationed around Talagatta, and you encounter the first of them just south of the village **2**. Send your Spearmen in to engage them while your Auxiliary Archers take up a covering position on the road to the south (see figure 5-3). The enemies on the north side of the village **3** come to their companions' aid moments after the battle is joined.



Fig. 5-3. Engage the enemies defending Talagatta on the road just south of the village.

CAPTURING THE VILLAGE

After clearing out the defenders, it's time to retake Talagatta. Move your combat troops into the village and lay siege to the garrison (see figure 5-4). After the garrison is destroyed, an enemy Chieftain exits the village. Kill him. While your troops are busy wreaking havoc, move Caius (the Centurion) to the village. You'll need him momentarily. Leave Agrado and Cnaeus back at the starting point. Taking the village fulfills objective 1.

After clearing out the defenders, it's time to retake Talagatta. Move your combat troops into the village and lay siege to the garrison



Fig. 5-4. Destroying the garrison is the first step in retaking Talagatta.

Demote one of your Spearmen troops to create an Auxiliary Infantry troop, and order them to build a new garrison. When the garrison is completed, order Caius into the village.

Position Spearmen and Auxiliary Archers at both the entrance to the north road and the ford adjacent to the village and order them to hold position (see figure 5-5). The enemies



near the bridge ④ advance from the north, and the enemies in the forest across the river ⑤ move in across the ford in the near future (more on this later).



Fig. 5-5. Prepare for the future by setting up some defenses at the ford and the north road.

Now, build up your army. You have only three troop options in this mission—Auxiliary Infantry, Auxiliary Archers, and Spearmen—and you’ll need some of each to complete the mission. Go heaviest on the Spearmen.

DEFENDING TALAGATTA

Enemy troops attack your position in Talagatta in two waves:

- ◆ The first wave of enemies ④ approaches on the north road after you produce your third new troop.
- ◆ The second wave of enemies ⑤ moves in across the ford when the first wave is eliminated. (One troop from this group remains in the forest just south of the bridge.)

TIP

If you make a preemptive strike against the enemies to the north ④ before they start moving, the second attack wave starts moving after your third new troop is produced. You’re usually in a much better position to take out the enemies at the ford if you take the time to wipe out the northern enemies early on.

The first wave of attackers is easy to handle, especially if you hit them early. The second wave is much more formidable but, if your defenses are in place, you can weather the storm. When the Gauls emerge from the forest, throw everything you’ve got at them to keep them on the other side of the ford away from Talagatta (see figure 5-6).





Fig. 5-6. Keep the enemy on the other side of the ford to prevent them from attacking Talagatta.

HUNTING GAULS

After all of the attacking forces are eliminated, take some time to rebuild your forces. Build as many Spearmen and Auxiliary Archers as the population of Talagatta allows, and prepare to head east across the ford.



CAUTION

Keep your defenses in place at the ford! Toward the end of the mission, more enemies arrive and attempt a last-ditch assault on the village.

There is a hill to the right of the road, and enemy Bowmen **7** open fire when you round the bend. Send one or two Spearmen troops up the hill at high speed to take out the Bowmen (and their Infantry escorts) before moving any other troops around the bend (see figure 5-7). Stay close to the base of the cliff to avoid detection by the Infantry hiding in the woods **6**.

Fig. 5-7. Take out the Bowmen on the hill before they have a chance to perforate your army.

When the hill is cleared, send your Spearmen back to the base of the cliff, and move in a troop of Auxiliary Archers. Position the archers behind the Spearmen, and move the Spearmen to the edge of the forest left of the road to draw out the Infantry **6**. Use your Spearmen and Auxiliary Archers to eliminate the Infantry before continuing up the road. Most remaining enemies are stationed by the



ruins on a tall hill on the other side of the bridge at the map's eastern edge **8**. This group consists of lots of Bowmen (some in a defensive tower) whose position is protected by Pikemen. You cannot defeat them from below—you have to reach the top of the hill, and you have to run quite a gauntlet to get there.

NOTE

The Infantry troops hiding to the left of the road **6** act independently. Be prepared for an ambush if you don't manage to draw all of them out immediately.

Position one or two troops of Auxiliary Archers near the bridge and have them open fire on the defensive tower. While the enemy Bowmen engage your archers, send several troops of Spearmen (in Protecting formation) and another troop of Auxiliary Archers across the bridge, along the base of the cliff, and up the path to the hill (see figure 5-8).



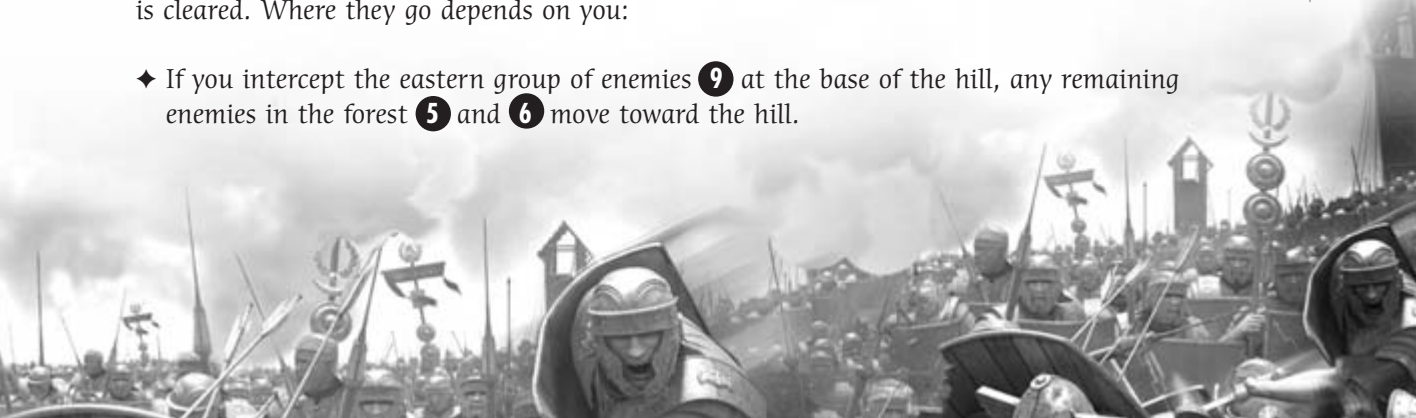
Fig. 5-8. While your Auxiliary Archers distract the enemy, send in your other troops to take the hill.

When you reach the hilltop, order your Auxiliary Archers to engage the tower while your Spearmen attack the Bowmen and Pikemen outside. Have all but one troop of Spearmen join in the tower assault when the other enemies are eliminated. Send the other troop to the base of the hill.

MOPPING UP

The mission doesn't end until all of the enemy troops are eliminated, so after the hill **8** is cleared, hunt down the stragglers. All of the remaining Gauls start moving as soon as the hill is cleared. Where they go depends on you:

- ◆ If you intercept the eastern group of enemies **9** at the base of the hill, any remaining enemies in the forest **5** and **6** move toward the hill.



- ◆ If the eastern group slips past you, both they and the remaining enemies in the forest move to the ford.

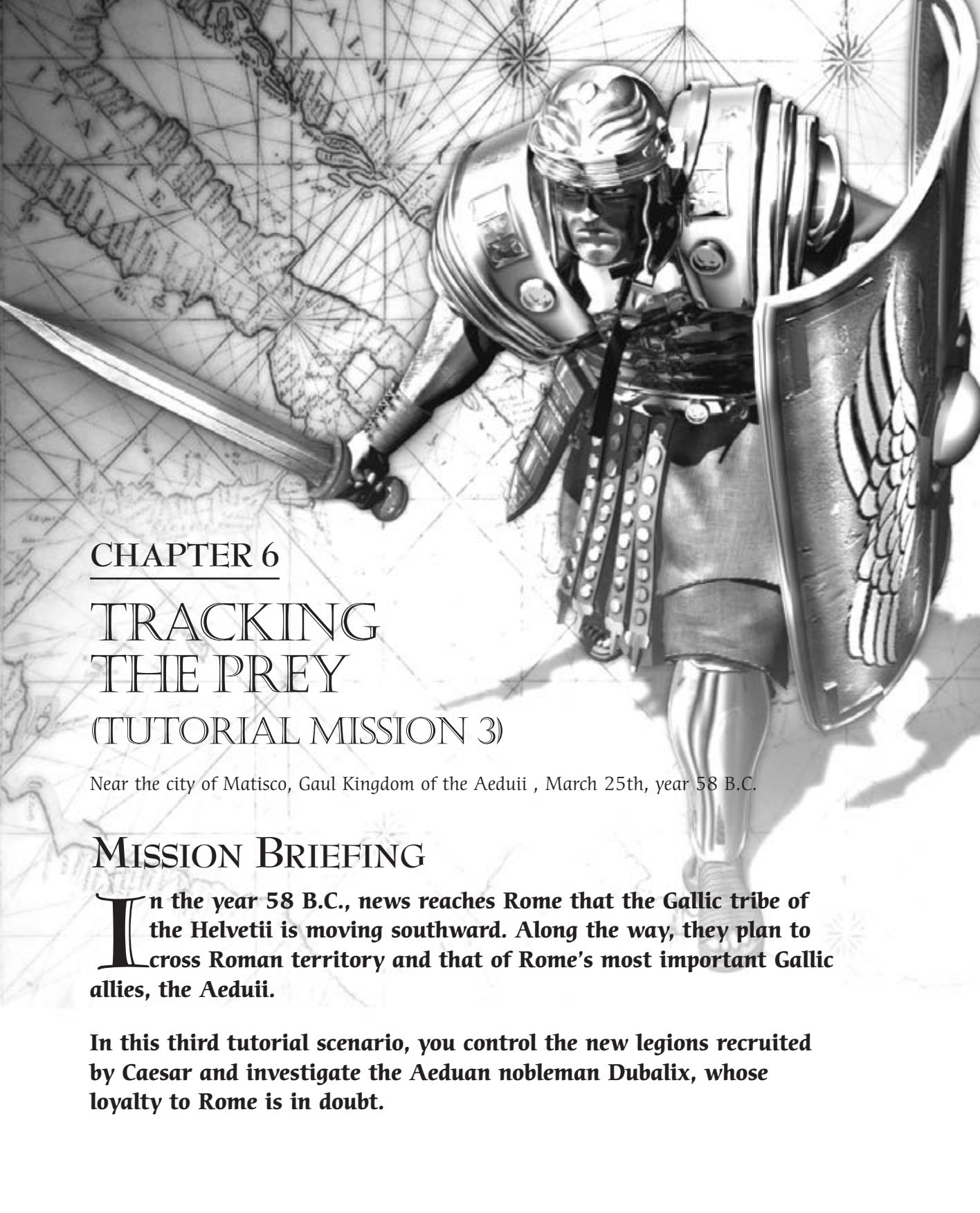
The safest way to finish the mission is to intercept the largest remaining enemy group 9 at the bottom of the hill (see figure 5-9). This draws all of the remaining enemies away from Talagatta.



Fig. 5-9. Leaving at least one troop at the base of the path during the hill assault allows you to head off the final enemy assault on the village.

Whether you eliminate the remaining Gauls at the hill or at the ford, your mission is complete and the rest of your objectives are fulfilled when the last troop bites the dust.





CHAPTER 6

TRACKING THE PREY

(TUTORIAL MISSION 3)

Near the city of Matisco, Gaul Kingdom of the Aeduii , March 25th, year 58 B.C.

MISSION BRIEFING

In the year 58 B.C., news reaches Rome that the Gallic tribe of the Helvetii is moving southward. Along the way, they plan to cross Roman territory and that of Rome's most important Gallic allies, the Aeduii.

In this third tutorial scenario, you control the new legions recruited by Caesar and investigate the Aeduan nobleman Dubalix, whose loyalty to Rome is in doubt.

OBJECTIVES

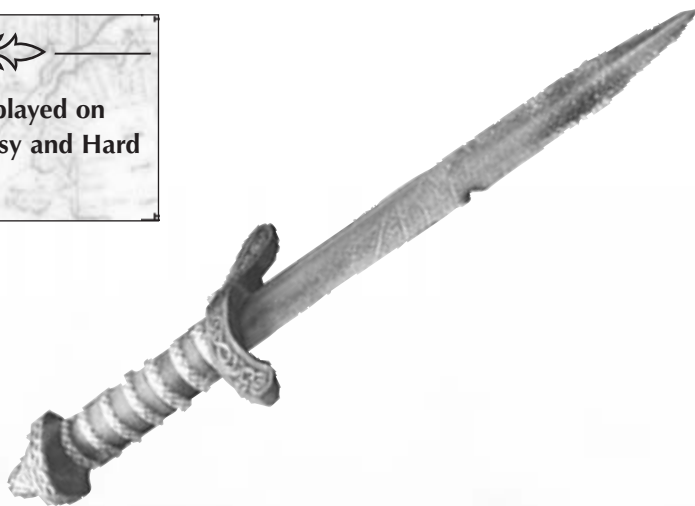
1. Capture the village of Matisco
2. Eliminate all enemy forces
3. Caius Titus must survive
4. Cnaeus Gabinus must survive
5. Agrado of Talagatta must survive

Table 6-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	NA	1	NA
Legionaries	NA	2	NA
Spearmen	NA	1	NA
Centurion (Caius Titus)	NA	1	NA
Druid (Cnaeus Gabinus)	NA	1	NA
Hawk Scout (Agrado)	NA	1	NA
Wolf Scout	NA	1	NA

NOTE

This tutorial scenario must be played on the Normal difficulty level—Easy and Hard modes are not available.



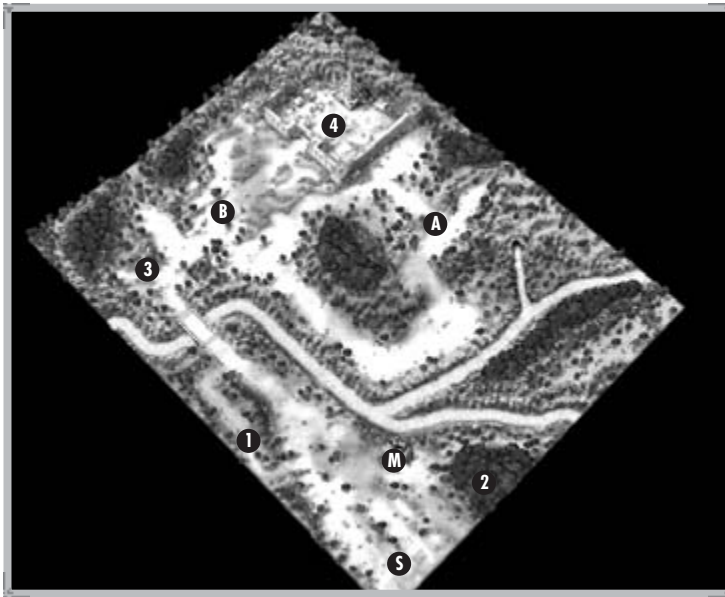


Fig. 6-1. Tracking the Prey map

Map Key

- S** Your Starting Position
- M** Village of Matisco
- 1-4** Enemy Troop Starting Positions
- 4** Enemy Fortress
- A** Diversionary Force Assembly Point
- B** Main Force Assembly Point

TAKING MATISCO

This mission is, arguably, the most challenging of the four tutorials. Ultimately, you must lay siege to an enemy fortress, so your first priority is to start building troops. Luckily, there's an unoccupied village (Matisco) just north of your starting position.

Before you do anything, however, secure your starting position. Send your Legionaries into the woods to the east **2** to take out the enemies hidden there. These troops harass you later if you don't deal with them now. After the enemies are eliminated, move your Legionaries to the village, and deploy your Auxiliary Infantry to build a garrison. Bring your Auxiliary Archers and Spearmen to the village as well, but leave Caius, Cnaeus, and Agrado where they are for now. Taking the village fulfills objective 1.



The moment the garrison is completed, the enemy troops in the far north **3** move toward the village. Keep the battle away from town by hitting them before they hit you.

Start your preemptive strike by taking out the enemy Bowmen on the hill to the left of the road just north of your position **1**. When these troops are eliminated, follow the road north to the bridge and engage the enemy troops stationed there (see figure 6-2).



Fig. 6-2. Attack the enemies to the north before they move toward Matisco.

As soon as the garrison at Matisco is completed, order Caius into the village and build troops. You have a limited number of citizens to work with, so make your build decisions count. Part of your troop-building decision should be based on the state of your troops after your preemptive strikes.

Assuming your original troops are intact, the following provides a good mix for your upcoming siege attack:

- ◆ 1 Auxiliary Infantry
- ◆ 2 Spearmen
- ◆ 2 Auxiliary Archers
- ◆ 1 Legionary



The population of Matisco continues to regenerate over the course of the mission, so set the village's rally point in the field west of the fortress **B** and queue up some additional troops for construction. That way, Matisco pumps out reinforcements during the siege as citizens become available.

TIP

If all of the enemies besides those in the fortress **4** have been eliminated, it's safe to send the Druid (Cnaeus) north of the bridge to heal your troops there while you're staffing up for the siege. Send him back to the safety of Matisco before the siege begins.

PREPARING FOR THE SIEGE

Gather all of your troops (with the exception of Cnaeus, Caius, and Agrado) in the area between the bridge and the enemy fortress **B** (see figure 6-3). Don't move in too close yet—you still need some time to prepare.



Fig. 6-3. Gather your troops in the field west of the enemy fortress to prepare for the siege.

You cannot build Assault Towers in this mission, so siege engines will have to do. Have your Auxiliary Infantry build Catapults. Don't bother with Assault Ladders—you probably can't get them anywhere near the wall.

When you have three or four Catapults ready, assemble your troops and go in.

ATTACKING THE FORTRESS



For general strategies on conducting a siege, see Chapter 2.



The Aeduii have prepared a wide variety of troops to repel your invasion. Bowmen in all of the corner towers are prepared to fan out along the top of the walls at a moment's notice. The courtyard is also brimming with opposition, including Noblemen, Pikemen, Warriors, and Infantry (see figure 6-4).

Fig. 6-4. Here's a sneak peek at what awaits inside the fortress.

Plan a two-pronged assault on the fortress. Assemble a small diversionary force consisting of the following:

- ◆ 2 Spearmen
- ◆ 1 or 2 Catapults
- ◆ 1 Auxiliary Archer

Send this force to the base of the hill southeast of the fortress **A**, but don't send them up the hill yet (see figure 6-5).



Fig. 6-5. Your diversionary force is assembled and awaiting orders.

Assemble the main force on the plain west of the fortress **B**. This force should consist of the remainder of your troops (reserving the remaining Auxiliary Infantry to build more Catapults if needed).

Begin the assault by sending the diversionary force up the hill toward the fortress with the Spearmen taking point. When you crest the

hill, the cavalry units charge out of the fortress to intercept your diversionary troops. As soon as your Spearmen engage the cavalry, start the main force moving toward the front gates and begin the assault there.

In the main assault group, move the Catapults in first and start assaulting the gate. Move the Auxiliary Archers in behind the Catapults and have them target the Bowmen on the walls (see figure 6-6). Keep your Legionaries and Spearmen in the rear—you need them to deal with the enemies inside the fortress.

Fig. 6-6. Target the main gates with your Catapults while your Auxiliary Archers keep the Bowmen busy.



TIP

In your zeal to assault the main gate, don't forget about your diversionary force! If they survived the cavalry onslaught, have the Auxiliary Archers target the Bowmen on the side wall while you move the Catapults around to help with the main gate assault.

As soon as the gate is down, have all of your remaining troops rush the fortress and engage the troops inside (see figure 6-7). Don't forget to let any reinforcements who have arrived from the village join the fray! Switch the Catapults to shrapnel ammunition and soften up any enemy troops you can target while your infantry troops approach.

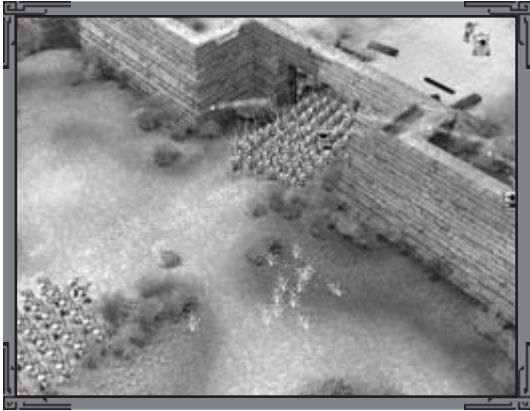


Fig. 6-7. As soon as the gates are down, send in your Spearmen and Legionaries to deal with the troops inside.

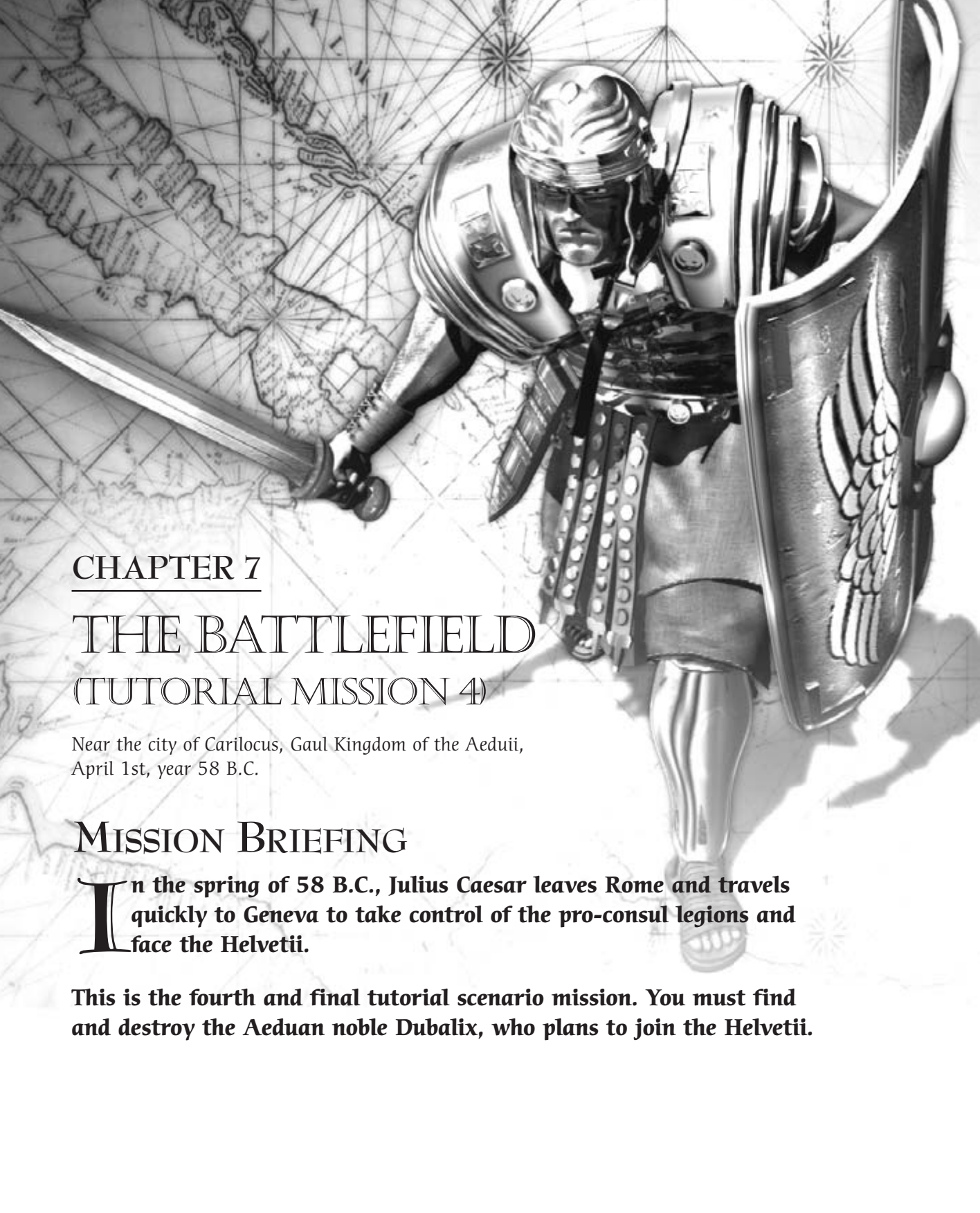
Once inside the fortress, look for enemies everywhere. Enemy troops are hiding in every corner of the fortress. After you get through the gate, send your troops off in different directions to engage the enemy troops separately rather than fighting in a cluster in the middle of the courtyard.



CAUTION

Keep an eye on the troops you send into the fortress to make sure they're actually fighting. Often, if there's an enemy they can't see—like a Bowmen troop on the wall above—they stand and get pelted by arrows rather than climbing up and engaging their attackers.





CHAPTER 7

THE BATTLEFIELD (TUTORIAL MISSION 4)

Near the city of Carilocus, Gaul Kingdom of the Aeduii,
April 1st, year 58 B.C.

MISSION BRIEFING

In the spring of 58 B.C., Julius Caesar leaves Rome and travels quickly to Geneva to take control of the pro-consul legions and face the Helvetii.

This is the fourth and final tutorial scenario mission. You must find and destroy the Aeduan noble Dubalix, who plans to join the Helvetii.

OBJECTIVES

- 1. Dubalix must be stopped
- 2. Caius Titus Rudus must survive
- 3. Cneus Gabinus Illyricus must survive
- 4. Agrado of Talagatta must survive

Table 7-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	NA	2	NA
Equites	NA	2	NA
Legionaries	NA	4	NA
Spearmen	NA	2	NA
Centurion (Caius Titus)	NA	1	NA
Druid (Cnaeus Gabinus)	NA	1	NA
Wolf Scout	NA	1	NA

NOTE

This tutorial scenario must be played on the Normal difficulty level—Easy and Hard modes are not available.



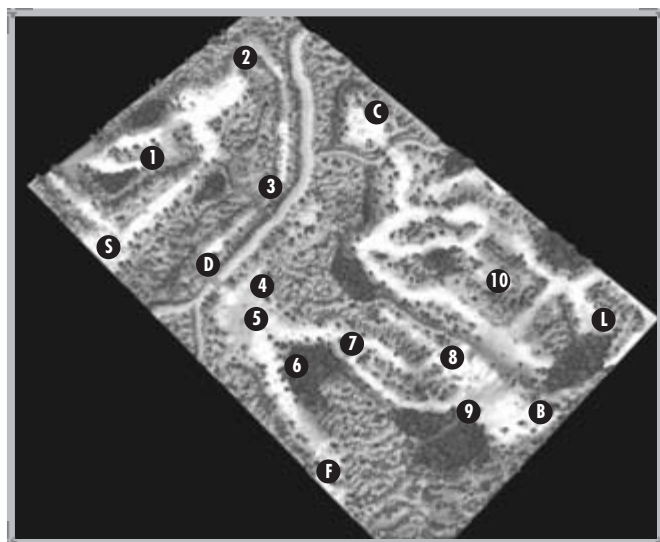


Fig. 7-1. The Battlefield map

Map Key

- S** Your Starting Position
- C** Village of Carilocus
- L** Village of Lancre
- B** Village of Balia
- D** Dubalix
- F** Friendly Troops
- 1-10** Enemy Start Positions

MARCHING NORTH

Your ultimate goal in this mission is to kill Dubalix. He greets you at the start of the mission and then takes off. Don't try to catch him—you can't. You have to play methodically through the mission before you finally get your chance to take him out.



Start off by taking out the enemy Bowmen on the hill just north of your starting position **1**. Don't send your troops straight up the road—you'll lose many of them in a hail of arrows. Instead, move a couple of troops through the flooded area west of your starting position and overrun the Bowmen from behind (see figure 7-2).



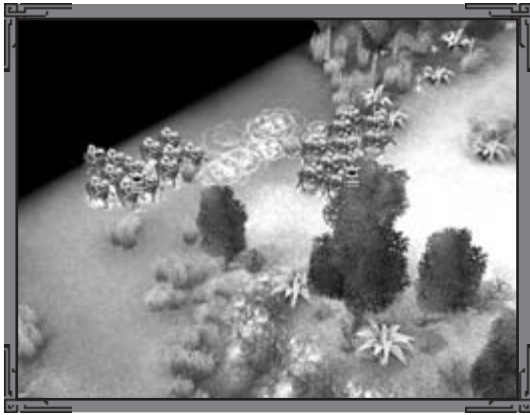


Fig. 7-2. Approach the enemy Bowmen's position from the swamp near the edge of the map rather than from the main road.

After you take out the Bowmen, you are free to proceed north. Your short-term destination is Dubalix's position **D**, and there are two ways to get there. The shortcut through the swamp (which you see Dubalix and his men traverse in the pre-mission cutscene) isn't really an option because your Legionaries can't pass through. That leaves only the road.

Send all of your combat troops north and engage the enemies at the north end of the road **2**. Follow the recommended marching order (see Chapter 2 for details), but hold your Equites and your Spearmen back. Station your Spearmen at the entrance to the swamp area on your right before you send any troops past that point (see figure 7-3). Shortly after you engage the enemy to the north, the cavalry on the other side of the swamp **3** comes charging across to join the battle. If you fail to guard against this attack, your Auxiliary Archers (who *should* be bringing up the rear of your army) will probably be decimated.

Fig. 7-3. Station your Spearmen at the edge of the swamp to stave off the cavalry ambush.

TIP

Leave Caius and Cnaeus at the starting point **S** during the first few parts of the mission. They are perfectly safe there for the time being.



Send your Legionaries north and draw your enemies into the open area. When all of the enemy troops are engaged, send your Equites around the clearest flank at full speed to take out the enemy Bowmen (see figure 7-4). As the enemy troops thin out, send any free troops to help your Spearmen with the enemy cavalry (if they need it).





Fig. 7-4. Use your Equites in a flanking maneuver to take out the enemy Bowmen.

BROKEN BRIDGE

As soon as all of the enemies on the north road are defeated, Dubalix and his men destroy the southernmost bridge (just south of his starting position). To cross, you must rebuild it.

Send all of your combat troops except for your Spearmen and Archers around the corner of the road and then south along the riverside. Move all of them as far as the northern bridge and stop.

Demote one of your Spearmen troops to create an Auxiliary Infantry. Send the Spearmen, Auxiliary Infantry, and Auxiliary Archers to the broken bridge, and order your Auxiliary Infantry to rebuild the bridge. Have the Spearmen cross as soon as the bridge is repaired, and set up the Auxiliary Archers at the river's edge facing east.



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CAUTION

Don't let any of your troops, except for the Auxiliary Infantry, get closer than about half a troop width from the bridge. Enemy Catapults will open fire, and you don't want to lose your valuable combat troops when they don't have a chance to fight back.

There are three enemy Catapults on the other side of the river 4. Moments after you start repairing the bridge, they mobilize and fire at you. As soon as the bridge is completed, attack the Catapults using your Spearmen and Auxiliary Archers (see figure 7-5). Bring in the Equites and Legionaries as soon as the Catapults are otherwise occupied.

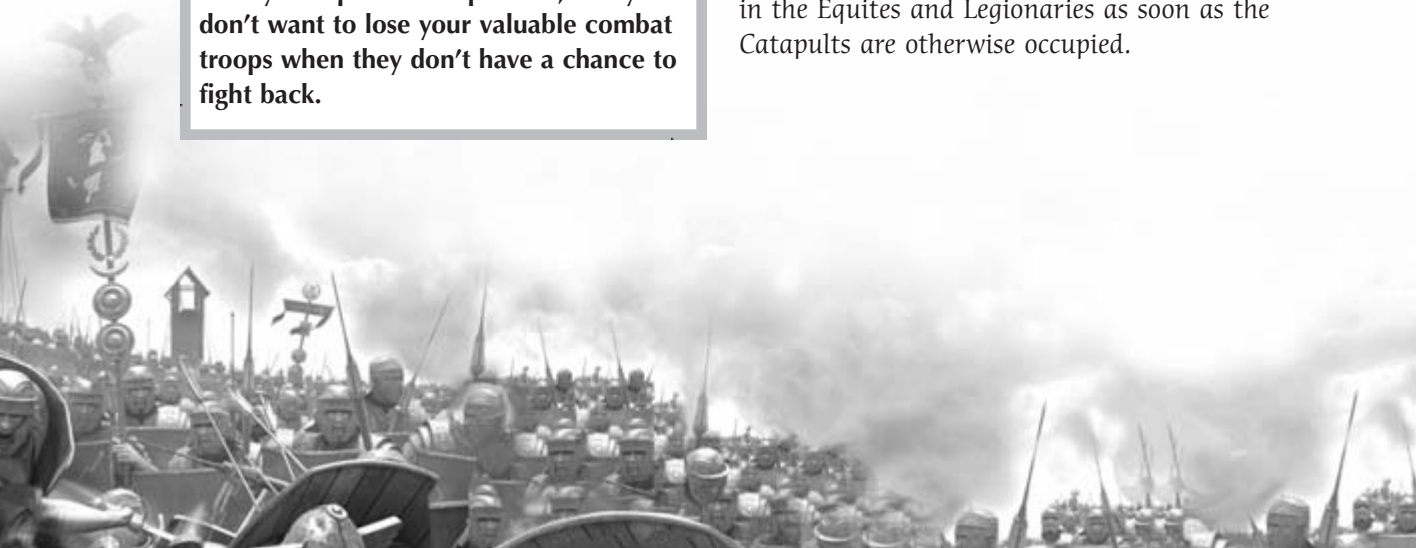




Fig. 7-5. Take out the enemy Catapults as soon as the bridge is repaired.

TIP

Save the game before engaging the enemy forces just beyond the Catapults—you're likely to take a *lot* of losses.

At some point during your fight at the northern end of the main road, the enemies at position **5** retreated into the forest and joined the enemies at position **6**. As soon as the Catapults are destroyed, both groups move out of the forest to intercept you, along with the enemies at position **7**! Hold back the Equites and engage the enemy with everything else. Once again, use the Equites to do an end run around the main battle and take out the enemy Bowmen.

With impeccable timing, the friendly reinforcements **F** arrive and join your army as soon as you defeat this group of enemies.

THE SACKING OF BALIA

Take some time to organize your new troops, and then follow the road east toward Balia **B**. (Leave Agrado where he is—he's safe there.) Follow the left fork in the road. When you see the enemy **8**, send in the Equites—some to engage the troops north of the road, and some to take out the troops to the south (see figure 7-6). Split up the remainder of your troops as you see fit to take out this large group of enemies. (The enemies at position **9** join in this battle as well.)

Fig. 7-6. Split up your Equites so that they can engage the enemies on both sides of the road while the rest of your troops approach.



TIP

Your reinforcements include a Centurion. Make sure he's close enough to the battle to bolster your troops' abilities.

After you clear out this mass of enemies, press on to Balia **B** and wipe out the enemies protecting the village. Destroy the garrison, and have an Auxiliary Infantry troop construct a new one.

Now send for Caius, who has been waiting patiently at the starting point. (In fact, send for him as soon as you lay siege to the town.) Be careful to plot his course through territory that you have already cleared of enemies. Install Caius in Balia when he arrives, and start pumping out reinforcements.

Spread your troops out along the northern perimeter of the Balia village clearing to deal with uninvited guests.

TIP

When you bring Caius to Balia, invite Cnaeus along to heal your troops. After your troops are healed, send him south to hide with Agrado for the remainder of the mission.

ON TO LANCRE

When you wipe out the enemies at Balia, Dubalix and company retreat to Carilocus **C** to dig in and make things difficult for you later on. At the same time, the troops originally stationed near Lancre **L** fan out into the surrounding territory. Several take up positions on the roads south of the village, while others move into the forest above Balia. Be prepared for a couple of small engagements at the edge of town. Make sure you leave at least two defensive troops behind to protect Balia.

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CAUTION

In addition to the troops who scatter from Lancre, occasional troops wander out from Carilocus. Keep your eyes peeled for enemies from the west while you're conducting your campaign against Lancre.

When you're sufficiently re-staffed, start your advance to the north to take Lancre. Send your troops west along the east-west road south of enemy position **10**. Stay to the left as you traverse this road—enemy position **10** is a defensive tower full of Bowmen perched on a hill.

The path leading up the hill is at the end of the road. Send the Auxiliary Archers to the top of the hill with a couple of troops, while the remainder of your troops round the corner and head east on the road north of the defensive tower to engage the enemies there (see figure 7-7).

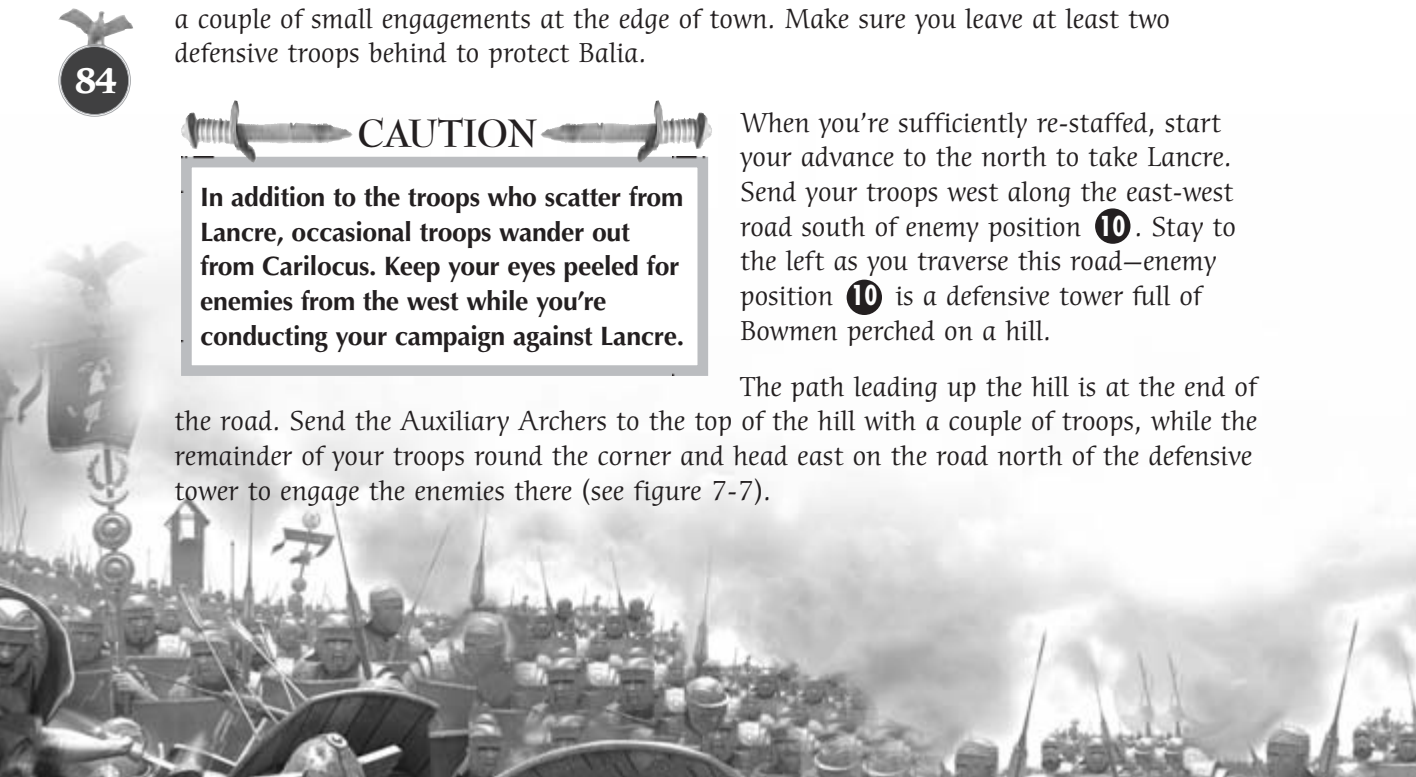




Fig. 7-7. Provide plenty of support for your Auxiliary Archers while they approach and attack the defensive tower on the hill north of Balia.

Destroying the tower is only half the battle. By now, your troops on the road below are engaged in heavy fighting with the enemies holding the road and woods west of Lancre (see figure 7-8). Send every troop you can spare to aid in this fight. If any Auxiliary Archers remain after the destruction of the defensive tower, set them up on the edge of the hill to provide cover fire.

Fig. 7-8. The battle continues in the forest below after the defensive tower is destroyed.

When all of the enemies are eliminated around map position **10**, you should be clear to take Lancre. Array your troops along the western perimeter of the village while you construct your garrison, and take out any enemies that arrive from that direction.



THE FALL OF DUBALIX

Lancre is almost devoid of population when you take over, so new troops are out of the question unless you want to wait around for a long while. If you are critically low on troops, you *should* take a stand and wait until you can recruit enough troops from here and from Balia to strengthen your forces. When making the decision of whether to wait and build or attack immediately, it helps to know what you're up against.


Carilocus  is a fortified village—not a fortress like the one you attacked in the previous mission, but well protected. A fence surrounds the village clearing, with a single entrance on the east side. The village is surrounded on all other sides by impassible terrain, so there's no other approach. The entrance is flanked by two defensive towers full of Bowmen, and numerous enemy troops wait just beyond (see figure 7-9). Because it is a village, it can produce additional troops as needed.



Fig. 7-9. Carilocus isn't quite a fortress, but it's better protected than the average village.

When you're ready, muster your troops at Lancre and follow the road west to Carilocus. You're bound to meet some of Dubalix's men along the way, so keep your Legionaries out in front to protect your Auxiliary Archers—you'll need all the arrows you can get.

When you approach the village, send everyone but your archers in on the main road to meet

the rush of enemies at the gates. This gives you time to set up your Auxiliary Archers. Ideally, you'll have enough so that you can put one group on each side of the road at the river's edge. Order them to attack the two defensive towers, and use your other troops to shield the archers as best you can (see figure 7-10).

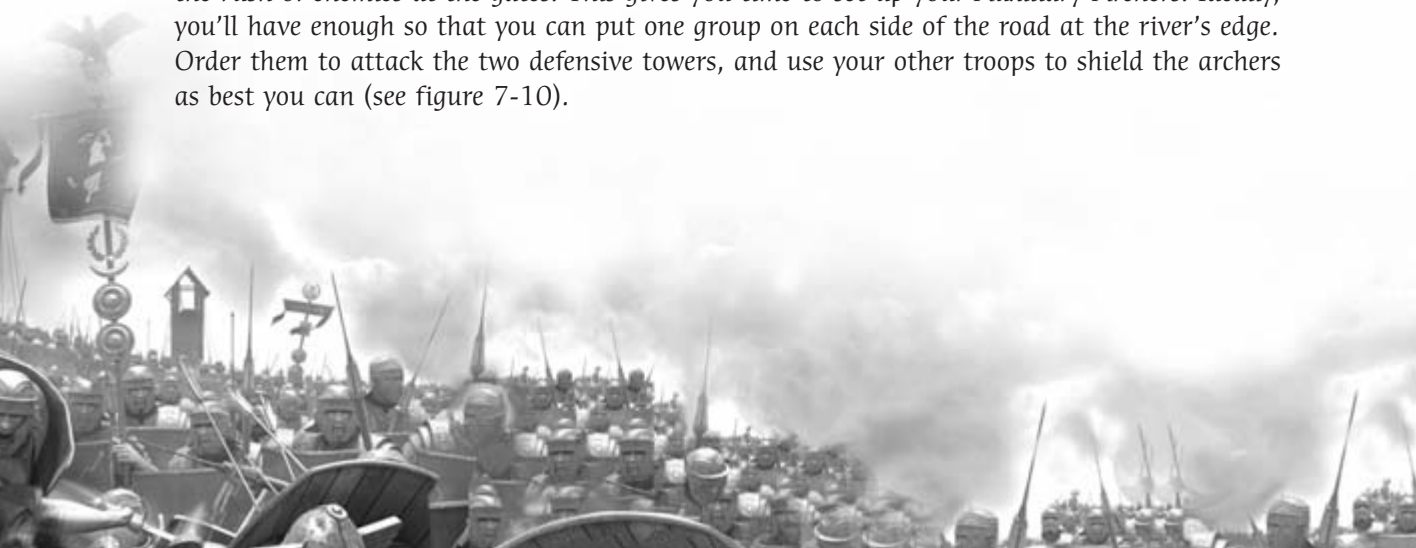


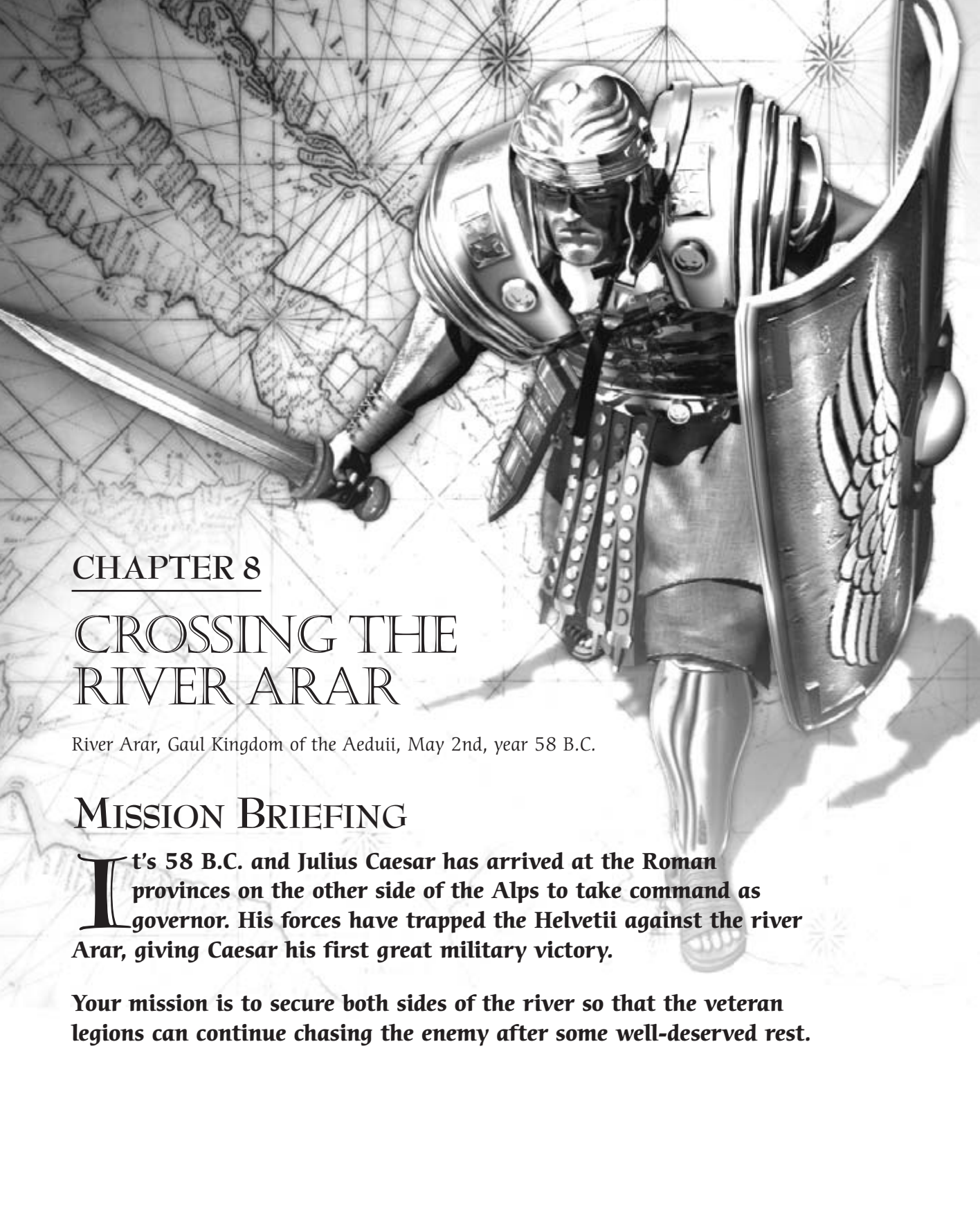


Fig. 7-10. Order your Auxiliary Archers to attack the defensive towers while your other troops keep the enemy occupied at the gate.

When your troops break through the enemy ranks, send as many of your troops as possible toward the back of the compound. Dubalix and his cavalry troop are waiting next to the village garrison. Charge in full tilt and attack him with every remaining troop (see figure 7-11). The mission ends when you take out Dubalix and the remainder of his troops.

Fig. 7-11. When you break through the troops at the village gate, send whatever you have left into the compound to take out Dubalix.





CHAPTER 8

CROSSING THE RIVER ARAR

River Arar, Gaul Kingdom of the Aedui, May 2nd, year 58 B.C.

MISSION BRIEFING

It's 58 B.C. and Julius Caesar has arrived at the Roman provinces on the other side of the Alps to take command as governor. His forces have trapped the Helvetii against the river Arar, giving Caesar his first great military victory.

Your mission is to secure both sides of the river so that the veteran legions can continue chasing the enemy after some well-deserved rest.

Your primary objective is to build a bridge across the Arar. However, you also must eliminate numerous enemy troops on both sides of the river to allow our army to cross safely.

The Druid Divitiacus, our Aeduan ally, has promised to send his mounted noblemen to complement your own forces. However, they have not arrived. Meet with them to find out what has happened.

Two sites on the river are appropriate for bridge construction. You need to build at least one bridge to allow our forces to cross the river.

To expel the Helvetii from the area you will have to gain control of these two cities: Dubis, on this side of the river, and Pons, on the other side.

OBJECTIVES

1. Find Divitiacus
2. Caius Titus must survive
3. Capture the village of Pons
4. Capture the village of Dubis
5. Divitiacus must survive

Table 8-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	2	1	2
Legionaries	3	3	2
Centurion (Caius Titus)	1	1	1
Hawk Scout	1	1	1



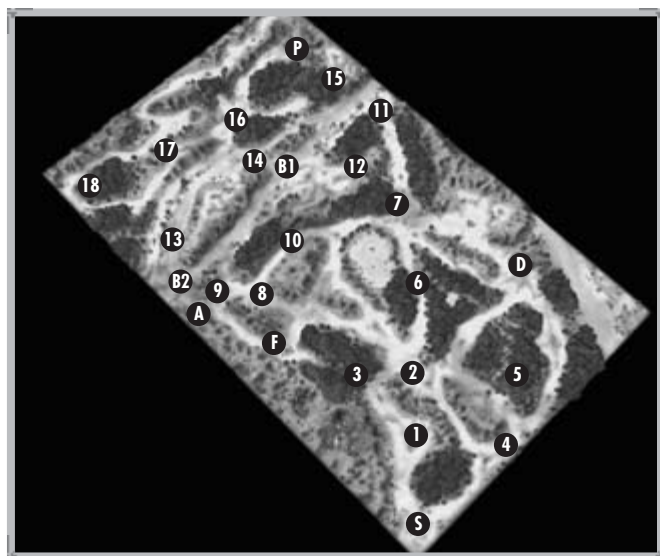


Fig. 8-1. Crossing the River Arar map

Map Key

- S** Your Starting Position
- D** The Village of Dubis
- P** The Village of Pons
- B1** Bridge Site 1
- B2** Bridge Site 2
- A** Divitiacus
- F** Friendly Reinforcements
- 1-18** Enemy Starting Locations

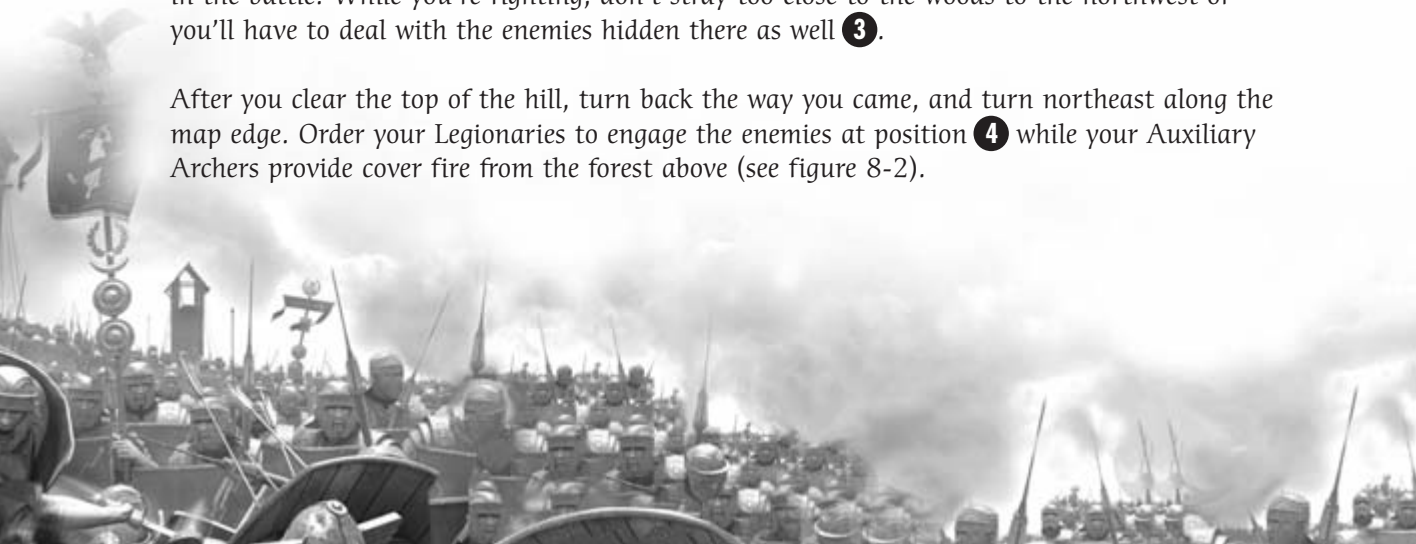
HEADING FOR DUBIS

Divitiacus figures prominently in this mission, but he's not your first priority. As you can see from the map in figure 8-1, there are a lot of enemies in this mission. You need more troops, and two of your objectives are to capture villages, so let's start by taking the one on this side of the river: Dubis **D**.



Three sizeable enemy contingents are right on top of you at the start (**1**, **2**, and **4**), so make them your first priority. Leave Caius Titus and the Auxiliary Infantry north and engage the enemies at position **1**. Moments after you do so, most of the troops at position **2** join in the battle. While you're fighting, don't stray too close to the woods to the northwest or you'll have to deal with the enemies hidden there as well **3**.

After you clear the top of the hill, turn back the way you came, and turn northeast along the map edge. Order your Legionaries to engage the enemies at position **4** while your Auxiliary Archers provide cover fire from the forest above (see figure 8-2).



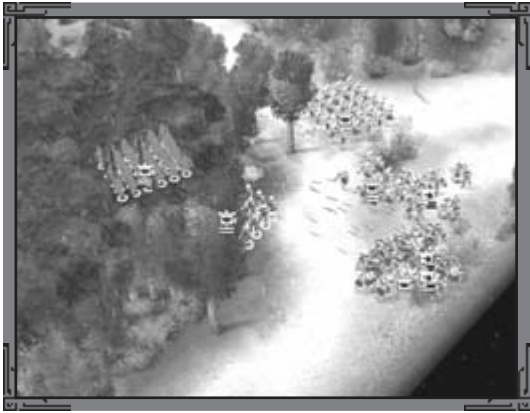


Fig. 8-2. After the enemies just north of the start position are eliminated, start clearing the road to Dubis.



If you attack position **4** first, the enemies at positions **1** and **2** head south while you're fighting and attack the troops you leave behind at the starting position **5**.

Continue northeast along the edge of the map. A group of Helvetii patrols the road just past the edge of the forest (originally part of the enemy group at position **6**, so be prepared to engage them. When you do, the enemies in the forest **5** join in as well).

You should encounter one more patrol (originally part of the group that started at Dubis **D**) just south of the village as you continue up the road. This attracts the attention of the rest of the Dubis contingent (currently stationed north of the village), so expect enemy reinforcements to momentarily join the fray (see figure 8-3).

Fig. 8-3. The enemies stationed north of Dubis do their best to keep you out of their village.

When you've taken all of them out, the road to the village is clear. Call in the Auxiliary Infantry and Caius from your starting position while you lay siege to the garrison. When the Auxiliary Infantry arrives, take control of Dubis to accomplish objective 4.



Depending on your timing, another troop might emerge from the village just as you arrive, so be prepared for another battle before you take Dubis.



A Bowmen troop **6** is hidden on the hill above Dubis. Rather than risk a surprise attack, send a troop of Legionaries up the hill to deal with them quickly. Have the Legionaries hold position there to keep an eye on the road, and have at least one troop of Auxiliary Archers join them.

RESCUING DIVITIACUS

Take some time to replenish your troops at Dubis. This map features some fords to cross, so supplement your Legionaries with troops that can move through water. Concentrate on infantry—you get an infusion of cavalry troops when you meet Divitiacus.

While you're rebuilding your army, expect several attacks from the north. If you hang around long enough, the enemies from positions **7** and **11** come to investigate your activities. You have to take these enemies out anyway, so it's just as well. As they arrive, send your troops out to deal with them. Keep your Auxiliary Archers' position on the hill covered to prevent them from being overrun from the northwest.

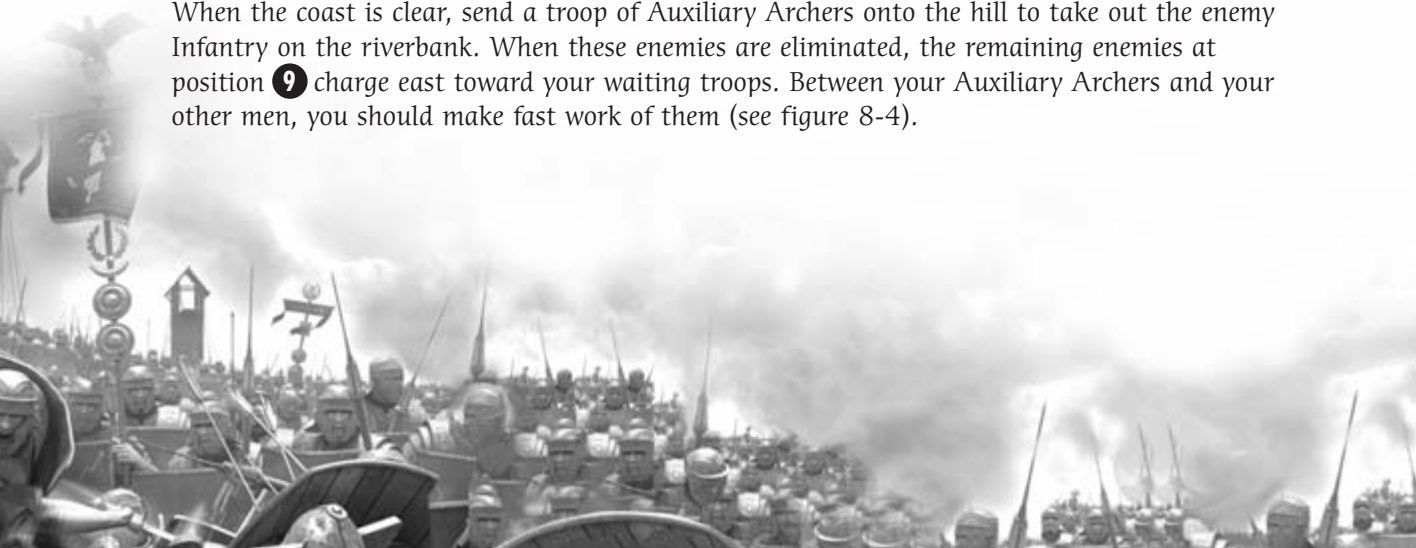
When you're ready, muster your troops and march to the river. (Leave an Auxiliary Infantry troop behind—you'll need it later.) If you haven't already dealt with them, take out the enemies you meet along the way (**7** and **11**). Turn left and follow the riverbank toward **B2**. On the way, order your ranged attackers to take out the enemies on the island near **B1** (**14**).



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Just past **B1**, a path leads up from the river onto a forested hill. Have your army hold position at **B1** and send a troop of Legionaries up the hill and into the forest to take out the enemy Bowmen there **10**. This battle draws the attention of the Infantry troops at position **9**, who move east along the riverbank below.

When the coast is clear, send a troop of Auxiliary Archers onto the hill to take out the enemy Infantry on the riverbank. When these enemies are eliminated, the remaining enemies at position **9** charge east toward your waiting troops. Between your Auxiliary Archers and your other men, you should make fast work of them (see figure 8-4).



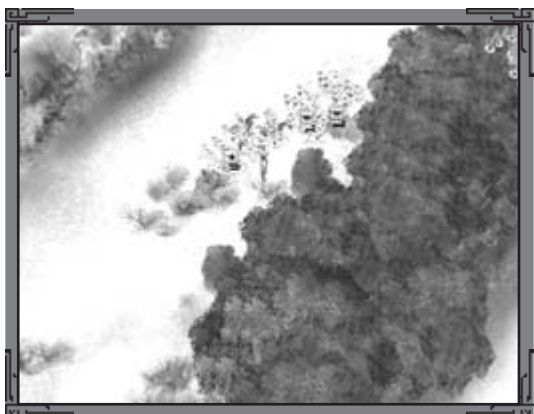


Fig. 8-4. With your Auxiliary Archers on the high ground and your other troops waiting below, the enemies near Divitiacus can be taken care of in no time.

Complete your journey along the riverbank to Divitiacus's position **A**. Move as quickly as possible to minimize the damage you take from the enemy Bowmen across the river **13**. As soon as you pass the end of the hill, turn south and move out of the Bowmen's range.

When Divitiacus joins you (which completes objective 1), let him move among your troops and heal them. Meanwhile, send one troop up the hill to the south **F** where Divitiacus's Noblemen are waiting to join your army (see figure 8-5).

Fig. 8-5. Divitiacus's Noblemen await you just south of the second bridge site.

TIP

When the roads between Dubis and **B2** are reasonably clear, order all of your combat troops from the village to the area near the bridge, and set the rally point for future troops in this area. You're likely to need the reinforcements soon.



CROSSING THE RIVER

Most of the remaining enemies are on the other side of the river, as is Pons **P**, the other village you have to capture. The easiest approach is from the second bridge site **B2**. It's a longer trip from there, but you encounter only a few enemies at a time along the way.

Order your Auxiliary Infantry at Dubis to join you at **B2**, taking care to plot their course to avoid any enemies remaining on your side of the river. When they arrive, order them to repair the bridge. Have your troops standing by for an enemy attack as soon as the bridge is complete. When you start repairing the bridge, send Divitiacus back to Dubis to protect him from the coming battle.

NOTE

Be prepared to demote one of your troops to supplement your Auxiliary Infantry if the enemy Bowmen **B3** manage to take out the current troop before they finish the bridge.

When the bridge is complete, the enemies on the other side (the ground-based portion of group **B3**) charge across to attack. Meet them on your side of the bridge, as far from the river as possible, to avoid fire from the Bowmen on the hill (see figure 8-6).

Fig. 8-6. Let the enemy come to you when the bridge is completed.



Cross the river in force, move as quickly as possible past the Bowmen on the hill **B3**, and make a hard left onto the road leading toward the enemies at position **B8**. Kill these enemies, and continue along this road, bearing right at the edge of the map toward the enemies at position **B7**. The northern half of this enemy group consists of Warriors, who move in to attack as soon as they spot you. The southern

half is a troop of Bowmen on a hill. Take out the Warriors first, and then send a troop or two up the hill to deal with the Bowmen. Hold position in this area for the moment so as not to alert the next group of enemies **B6** to your presence.

ON TO PONS

Now only two major enemy contingents remain: the group at position **16**, and the defenders near Pons. These groups are *huge* and require every last troop you can muster (see figure 8-7).



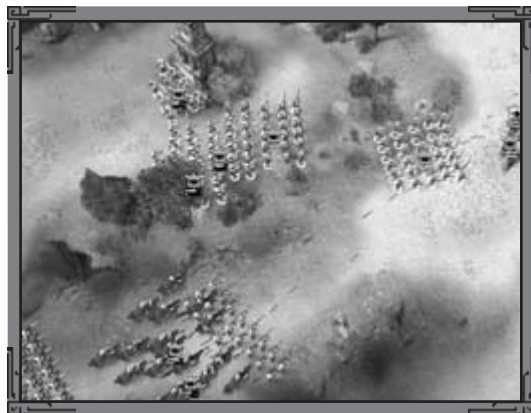
Fig. 8-7. Here's a sneak peek at the massive defense force near Pons.

Muster your troops west of position **16** to avoid detection. (Don't forget to bring any reinforcements that might have arrived at the bridge by now.) Place your ranged attackers on the hill where you just took out the Bowmen **17**, and screen them from attack from the eastern path with at least one troop. Set up half of your remaining troops on the field below, and the other half on the hill with the

ranged attackers and, when you're ready, descend on the enemies at position **16**. Try to draw them in near the hill so that the ranged attackers can provide cover fire (see figure 8-8).

Fig. 8-8. Plan your attack so that the enemies are close enough to the hill for your ranged attackers to reach them.

As soon as you engage the enemies at position **16**, the Pons defenders start streaming in from the north to lend a hand. Within seconds, all hell breaks loose. Continue to move your troops forward, pressing the attack and inching toward Pons. Watch for Bowmen hidden in the forested areas as you head up the road (see figure 8-9).



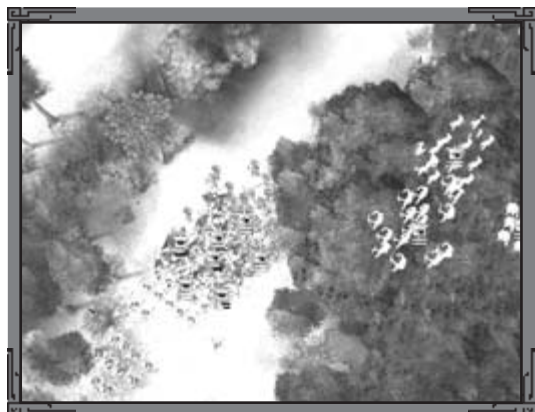


Fig. 8-9. The Helvetii Bowmen who hide in the woods are a huge threat as you press on toward Pons.

When you eliminate all of your enemies, move in and lay siege to the Pons garrison. At this point, all remaining enemies on the map are heading for either Pons or Dubis. Set up some of your troops at the entrance points to the villages to fend them off.

As soon as you take control of Pons, you fulfill the rest of your objectives, and the mission ends successfully.





CHAPTER 9

ESCORT TO BIBRACTE

Near the city of Bibracte, capital of the Aeduii Kingdom,
May 21st, year 58 B.C.

MISSION BRIEFING

While Julius Caesar continues with the pursuit of what remains of the Helvetii army, your task now will be to escort Publius Crassus, the son of Marcus Crassus, and Titus Labienus to the Aeduan city of Bibracte.

There they will meet with the druid Divitiacus, leader of the Aeduii and friend of Rome, to negotiate the supply of wheat for the legions during the winter.

To secure the grain supply for his troops, Caesar has decided to send two of his legates to parley with our Gaul allies, the Aeduii. You must escort Titus Labienus and Publius Licinius Crassus to Bibracte, the Aeduan town.

In your way are numerous enemy detachments from the Helvetii and their allies, the Turingii and the Boii. We fear that they might be planning an attack against your small forces but, luckily, you begin with an easily defensible position on higher ground.

OBJECTIVES

1. Titus Labienus must survive
2. Publius Licinius Crassus must survive
3. Escort Labienus and Publius to Bibracte

Table 9-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	3	3	2
Auxiliary Infantry	2	1	1
Equites	1	1	1
Legionaries	4	3	2
Spearmen	1	1	1
Centurions (Caius Titus and Publius Crassus)	2	2	2
Physician	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1



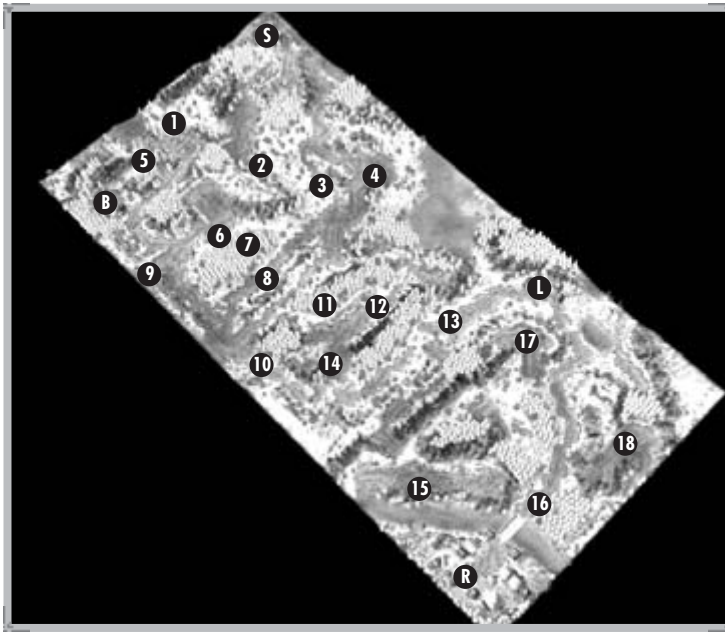


Fig. 9-1. Escort to Bibracte map

Map Key

- S** Your Starting Location
- B** Village of Boxum
- L** Village of Sidolacum
- R** Bibracte
- 1-18** Enemy Troop Starting Positions

FIGHTING YOUR WAY TO BOXUM

As promised in the mission briefing, your enemies are ready for your arrival. Shortly after the mission's start, most of the enemy troops in your area move in to assault your position, starting with groups 1-4.

Keep your Auxiliary Archers on the high ground with the officials (Labienus and Crassus) and the Auxiliary Infantry, and let your Legionaries, Spearmen, and forward Archers deal with the incoming enemies. Don't stray too far from your starting position yet—let them come to you.

TIP

The enemies at position **1** approach across a floodplain. Make sure that some of your Spearmen take on this group because your Legionaries can't handle the terrain.

As the enemies continue to stream northward, work your way southwest, directly toward Boxum **B**. As you do, you'll take on the enemies from locations **5-9** as they rush to intercept you (see figure 9-2). Watch out for Bowmen on hills and in forests as you press on.





Fig. 9-2. As you work your way southwest, all of the enemies between your starting position and Boxum attempt to intercept you.



Don't let any of your troops wander too far east. You have plenty of enemies between you and Boxum to deal with without attracting the attention of the troops on the other side of the map.

When all of the enemies in the area are clear, move all of your troops (including Labienus and Crassus) into Boxum and take over.

PREPARING TO MARCH SOUTH

Start pumping out troops in Boxum as soon as possible. You're going to be here for a while, and enemy troops can arrive (one or two at a time) from all directions. Build a defensive tower on the high ground north of the village and man it with Auxiliary Archers (see figure 9-3). Array some troops near all of the entrances to the village clearing and continue reinforcing these defenses as you produce new troops.



Fig. 9-3. Bolster Boxum's defenses by building a defensive tower on the high ground nearby.

When you've built your troops up to sufficient strength, it's time to start your march to Sidolacum **L**. Leave a few troops behind to defend the village (leave Labienus and Crassus there as well), and send the rest of your troops south along the road at the edge of the map.



SACKING SIDOLACUM

If you held your ground throughout the troop-building process, many of the enemies between you and Sidolacum probably have already died in their failed attempts to retake Boxum. When you reach the road that leads northeast toward Sidolacum, expect to encounter a number of enemy troops from the vicinity of the village (13 and 17) as they move south to intercept you (see figure 9-4).



Fig. 9-4. Many of Sidolacum's defenders rush south and engage you well before you reach the village.

Many enemies still await near the village. Set up your ranged attackers and have them attack Sidolacum's garrison at long range while your other troops move in and take on the defenders. Keep an eye out for reinforcements from the southeast 18, as well as additional troops that might be produced by the village during your siege.

When the village is yours, start building troops in preparation for your trip to Bibracte.

ON TO BIBRACTE

You should remain relatively unmolested as you build troops in Sidolacum, but place a few troops at each entrance to the village clearing just in case. Take advantage of this time to have your Physician heal your injured troops.

The first enemy you have to contend with on the road south to Bibracte **R** is a Ballista on a hill to the left of the road 18. Instead of marching your whole army into danger, send one troop to the scene and take out the siege machine (see figure 9-5). To reach the hilltop, take the road leading east beside the village. Turn south after you pass the small lake. The path to the hilltop is south of the small stand of forest.





Fig. 9-5. Don't begin your march to Bibracte until you eliminate the Ballista that's covering the road.

When the Ballista is out of the picture, the road to Bibracte is relatively clear. You can now begin your trek south.



Bring Labienus and Crassus to Sidolacum before you begin your march to Bibracte, but *don't* take them south until you've cleared out all of the resistance at Bibracte's gates.

The defenses at Bibracte **16** are formidable but not impossible to beat. Various troops block the bridge, and Bowmen are in the forest on both sides of the road (see figure 9-6). There are also Bowmen on the high ground to the right of the bridge **15** and in the two defensive towers on the opposite side of the bridge.

Fig. 9-6. This is what's waiting for you outside of Bibracte.



Depending on the state of the enemy's troops, there also might be Bowmen manning the two defensive towers on the Bibracte side of the bridge. Be on the lookout, and assault the towers if necessary.



Send a couple of troops south through the valley that parallels the road on the right. Proceed to the end of the valley and ambush the enemy Bowmen on the high ground. Include some Auxiliary Archers in this group so that you can provide cover fire for the troops below.

At the same time, send the rest of your force down the road and engage the enemy at the bridge. Split off a couple of your troops to deal with the Bowmen in the forest. Time your approach so that both of your attack forces engage the enemy at about the same time (see figure 9-7).

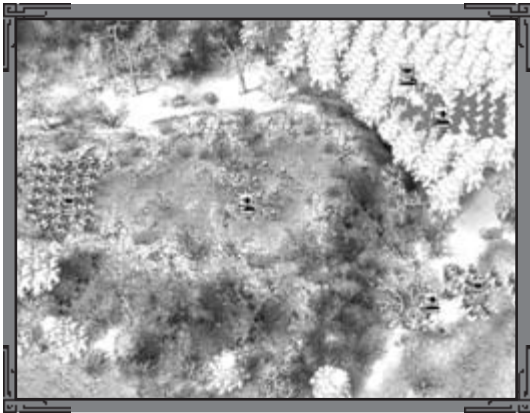
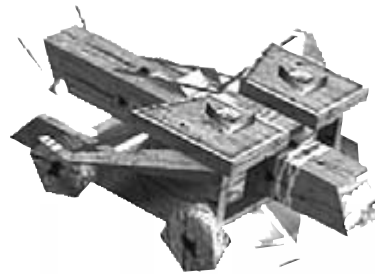
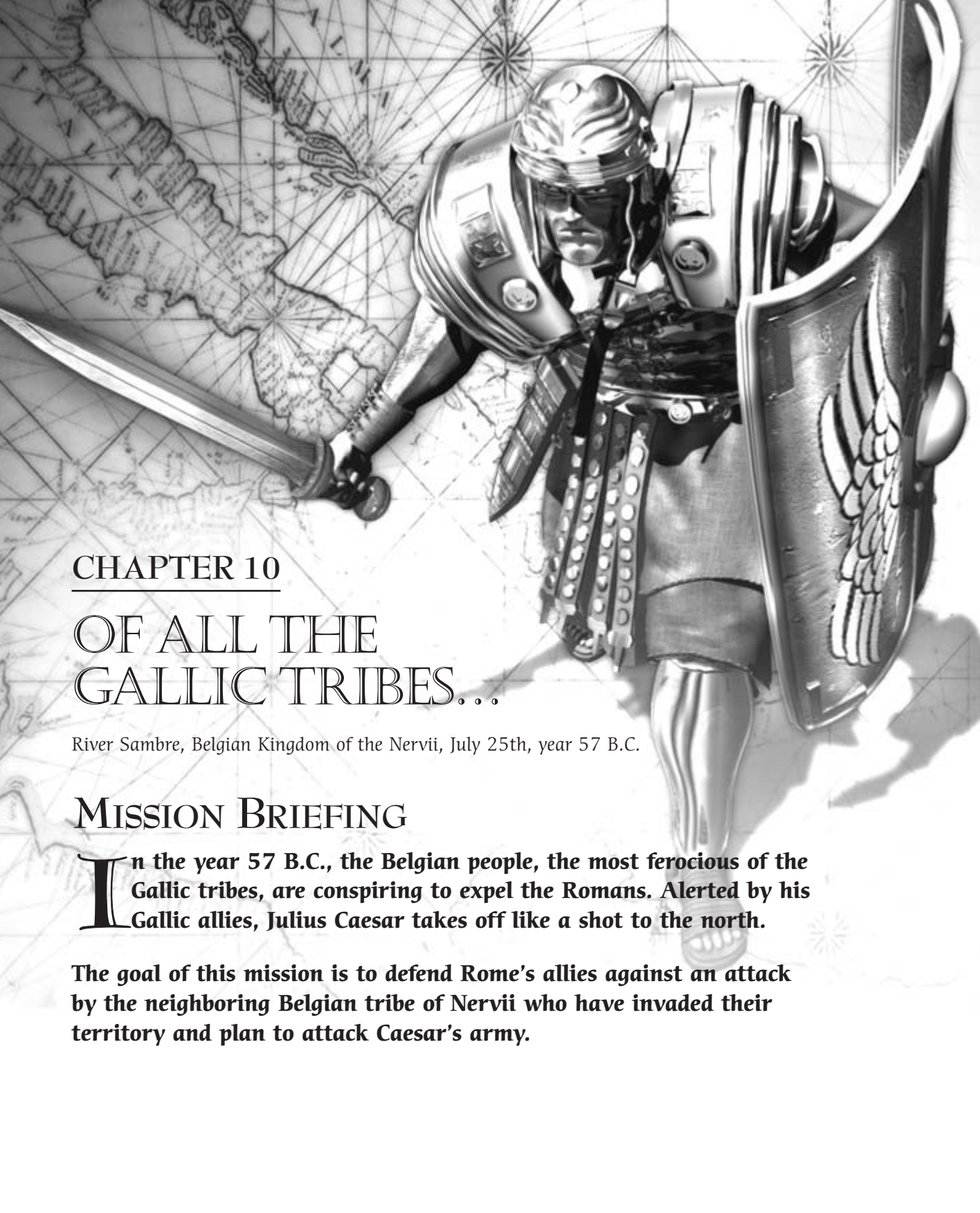


Fig. 9-7. The two-pronged assault on Bibracte in progress.

When all of the enemy resistance is cleared, order Labienus and Crassus into Bibracte to fulfill your objectives and complete the mission.





CHAPTER 10

OF ALL THE GALLIC TRIBES...

River Sambre, Belgian Kingdom of the Nervii, July 25th, year 57 B.C.

MISSION BRIEFING

In the year 57 B.C., the Belgian people, the most ferocious of the Gallic tribes, are conspiring to expel the Romans. Alerted by his Gallic allies, Julius Caesar takes off like a shot to the north.

The goal of this mission is to defend Rome's allies against an attack by the neighboring Belgian tribe of Nervii who have invaded their territory and plan to attack Caesar's army.

Our explorers tell us that the army of the Belgian tribe of the Nervii is just about to cross the river and fall upon us. Prepare the defense or we will not survive!

Remember that the Gaul allied cavalry, under the command of Divitiacus's brother, Dumnorix, is at rest just outside our encampment. You can use them to slow down the enemy advance.

OBJECTIVES

1. Publius Licinius Crassus must survive
2. Dumnorix must survive
3. Defend the fort

Table 10-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	4*	4*	4*
Auxiliary Infantry	3	3	3
Legionaries	4	4	4
Noblemen	3	3	3
Spearmen	2**	2**	2**
Centurion (Crassus Titus)	1	1	1
Dignitary (Dumnorix)	1	1	1

* Two troops are divided.

** One troop is divided.

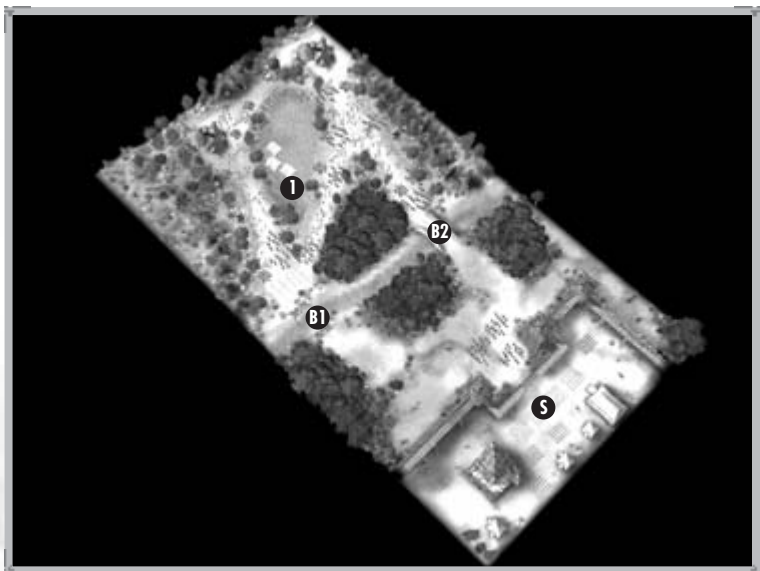


Fig. 10-1. Of All the Gallic Tribes map

Map Key

- S** Your Starting Locations (Fortress)
- B1** Broken Bridge
- B2** Stone Bridge
- 1** All the Gallic Tribes

NOTE

All mission timing provided in this walkthrough is approximate.
Your actual battle performance may vary.

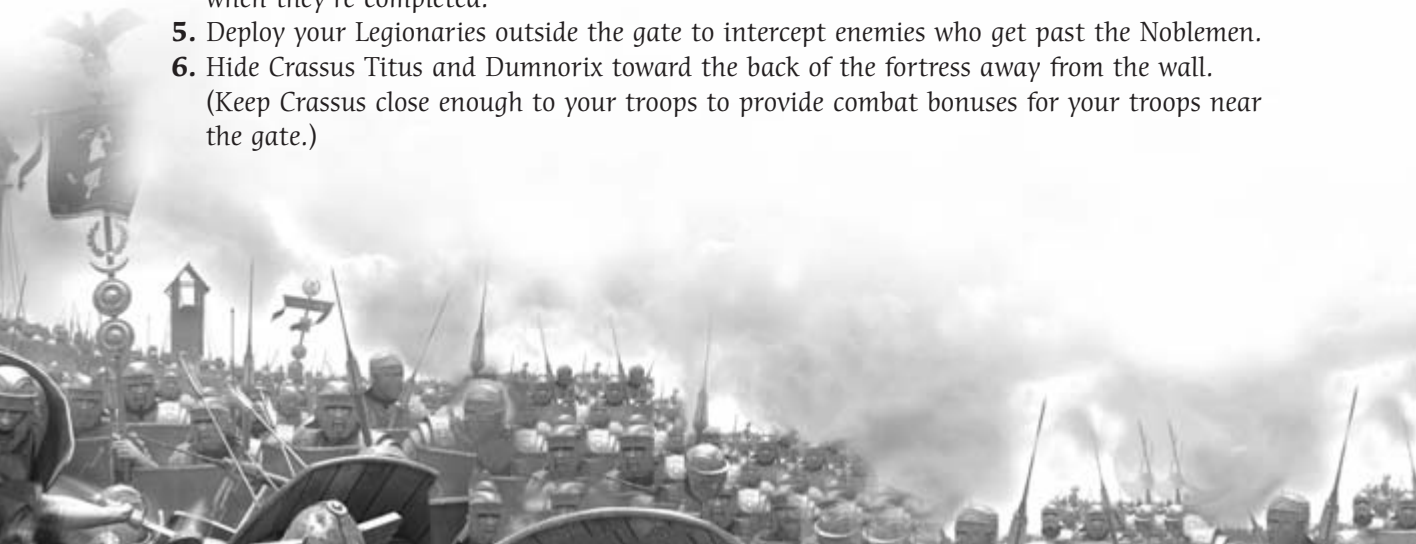
PREPARING YOUR DEFENSES

This is a timed mission in which you must survive an enemy onslaught for 20 minutes straight while attempting to keep the Centurion and dignitary in your charge (Crassus Titus and Dumnorix) alive.

Three things can see you through this ordeal: preparation, general knowledge of enemy troop movements and timing, and *lots* of luck.

When the mission starts, do all of the following as quickly as possible and in the order shown:

1. Send the Noblemen outside the fortress gates to the stone bridge **B2** to intercept the first wave of enemies when they attack.
2. Start building troops. Legionaries and other defensive troops should take priority. (The barracks building inside the fortress works just like a village for the recruitment and training of troops.)
3. Deploy any Auxiliary Archers who are in the courtyard on the walls. Make sure both of the towers flanking the gate are manned.
4. Have your Auxiliary Infantry start building Catapults and/or Ballistae. The stone bridge is the only conduit to your side of the river for a while, so you can take out a lot of enemies if you aim siege engines in that direction. Position them outside the gates facing the bridge when they're completed.
5. Deploy your Legionaries outside the gate to intercept enemies who get past the Noblemen.
6. Hide Crassus Titus and Dumnorix toward the back of the fortress away from the wall. (Keep Crassus close enough to your troops to provide combat bonuses for your troops near the gate.)



TIP

To help slow down the first few groups of enemies, build a defensive tower to block the fortress gate and man it with Auxiliary Archers. It's not easy to get it built before enemies reach the walls but, if you do, it gives your opponents one more thing to knock down before they can get to the gates.

When all of this is done, you're as ready as you'll ever be (see Figure 10-2). No matter how well you perform these tasks, though, expect to lose most of your troops in this mission.

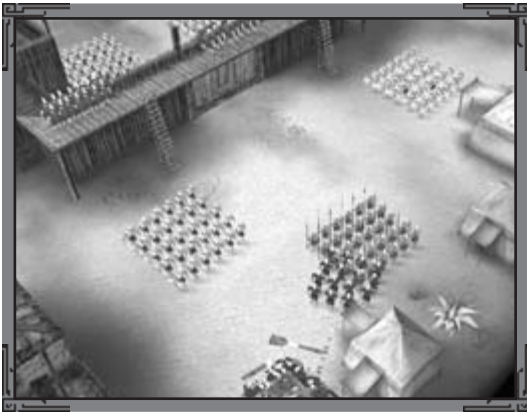


Fig. 10-2. No amount of preparation adequately readies you for the battle you're about to face—but you've got to give it a try.



WEATHERING THE SIEGE: THE FIRST 15 MINUTES

NOTE

For tips on how to handle fortress defense missions, see Chapter 2.

The enemy troops outnumber you on the order of five to one at the start, and their two villages in the north continuously churn out more troops throughout the mission (see figure 10-3). So, if you're thinking of trying a preemptive strike, you've got another think coming.





Fig. 10-3. The enemy troops outnumber you significantly, so you can't take the fight to them.

The first wave of enemy troops starts moving toward the fortress via the stone bridge less than a minute into the mission. At the same time, troops mobilize and take a position in and around the forest on the north side of the broken bridge **B1**.

The second wave of enemies follows close behind the first, quickly overwhelming any resistance you can mount outside the wall. Of course, you *should* still put up some token resistance to keep the enemies away from the gates as long as possible. Just don't throw everything you've got into the effort, leaving the fortress unguarded.

Most of the troops in the first two waves rush the fortress, but some Bowmen are usually left behind in the forest near the stone bridge to discourage any of your troops from trying to make a stand at the bridge.



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TIP

Often, at least one Assault Ladder accompanies the first couple of waves. Make siege engines of any type your first targeting priority throughout this mission. If enemy troops gain the top of the walls, things go quickly from bad to worse.

About two and a half minutes or so into the battle, the first of the heavy siege equipment—usually a Battering Ram—crosses the stone bridge (see figure 10-4). It's well escorted, so a melee assault is out of the question. Have your Auxiliary Archers (and your own siege engines, if you still have any) target it and just hope that you can destroy it before it does too much damage to the gates. More siege equipment follows shortly thereafter, so be prepared.

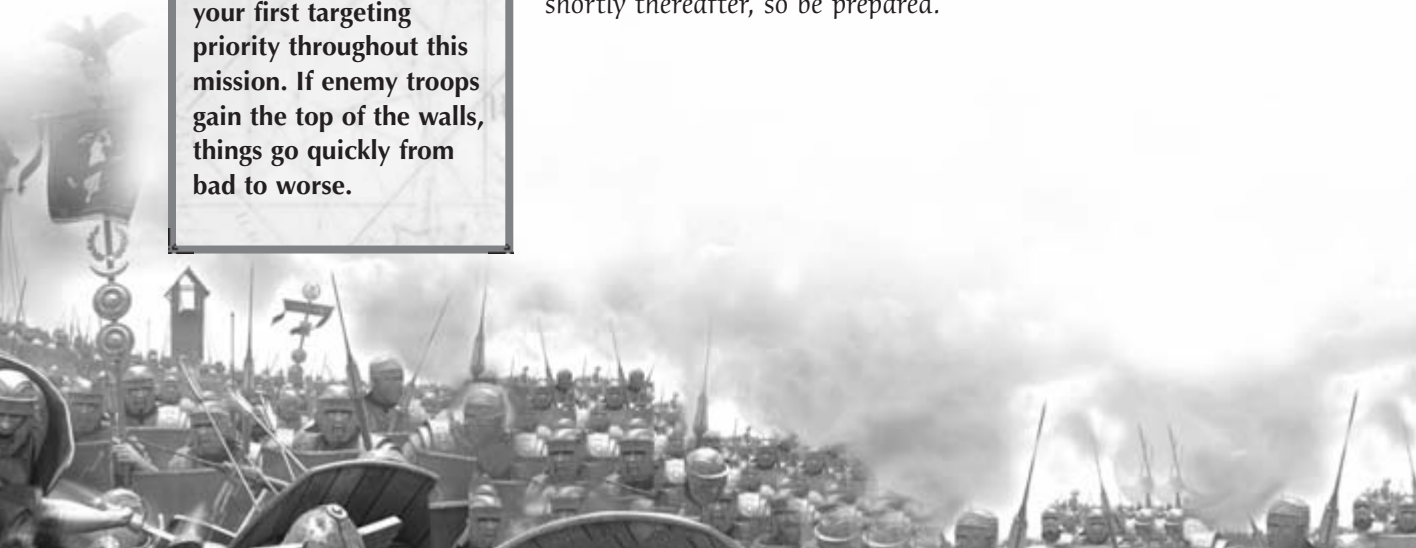




Fig. 10-4. There's still a *lot* of time remaining in the mission when the first siege engine crosses the river.

TIP

Enemy siege machines usually stop at or near the bridge to engage any of your troops they find outside the walls, so consider posting a troop (or half a troop) outside the walls as cannon fodder. While this is dangerous for your troops, it does keep the enemy's heavy artillery away from the fortress walls for a while....

About three and a half minutes or so into the mission, enemy Infantry starts repairing the broken bridge **B1**. If you can spare the troops (and if the enemy isn't in the process of breaking down your door) delay this process as long as possible (see figure 10-5). Once the bridge is repaired, you face incursion from both sides of the forest.

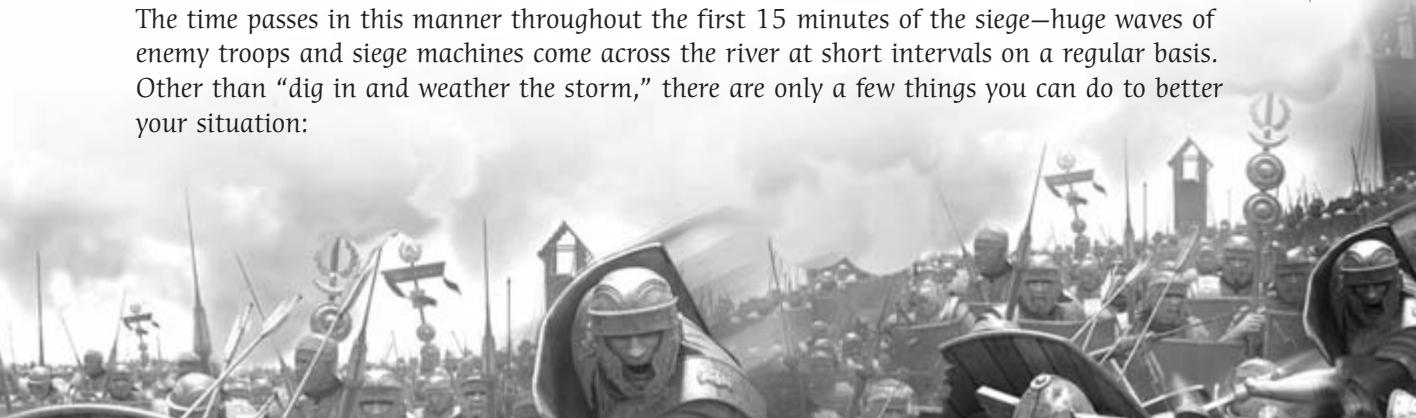
Fig. 10-5. If you can spare the troops, try to delay the reconstruction of the broken bridge as long as possible.

TIP

If you can't spare the troops to stop the broken bridge from being rebuilt, you can always send in some Auxiliary Archers later to burn it down.



The time passes in this manner throughout the first 15 minutes of the siege—huge waves of enemy troops and siege machines come across the river at short intervals on a regular basis. Other than “dig in and weather the storm,” there are only a few things you can do to better your situation:



- ◆ **Try to keep the broken bridge broken.** It's easier to hold the fort if the enemy is forced through a single route.
- ◆ **Keep the gates repaired.** At least half of an Auxiliary Infantry troop should be repairing your gates at all times. (Unless, of course, the gates are destroyed.)
- ◆ **Hold the walls.** Keep your Auxiliary Archers on the walls and the enemy off of them.

WEATHERING THE SIEGE: THE LAST FIVE MINUTES

TIP

When you get this far, *save the game*, and keep saving every minute on the minute. It'd be a shame to have to start over when you're so close....

After what you've been through so far, the five-minute warning is like music to your ears. It's down to the wire, now. No matter how well you've done up to this point, your troops are all but depleted, your fortress is most likely in shambles, and you have no idea how you could possibly go on any longer.

But you have to.

At this point, enemy troops are most likely pressing their attack from both sides because it is unlikely that you can keep

the broken bridge **B1** in disrepair forever. At this point, the battle is purely defensive, and the advice that applies amounts to "duck and cover":

- ◆ Keep the troop queue full at all times. New troops are coming slowly now, but they haven't stopped. You need as many troops as you can get.
- ◆ Send your melee attack troops at the enemy as soon as you see them coming. Keep trying to prevent the enemy troops from getting close to the wall.
- ◆ Always keep the gate covered with at least one troop (more if you can spare them), especially if the gate is down (see figure 10-6).
- ◆ Make the most of any Auxiliary Archers you have left by moving to track the enemy troops as they approach. If you keep your archers over the gate, they can get in only a shot or two before an enemy troop reaches the wall.
- ◆ Once the gate is down, keep all of your melee troops on the ground. Your enemies don't bother climbing the walls when they can walk through the front door.

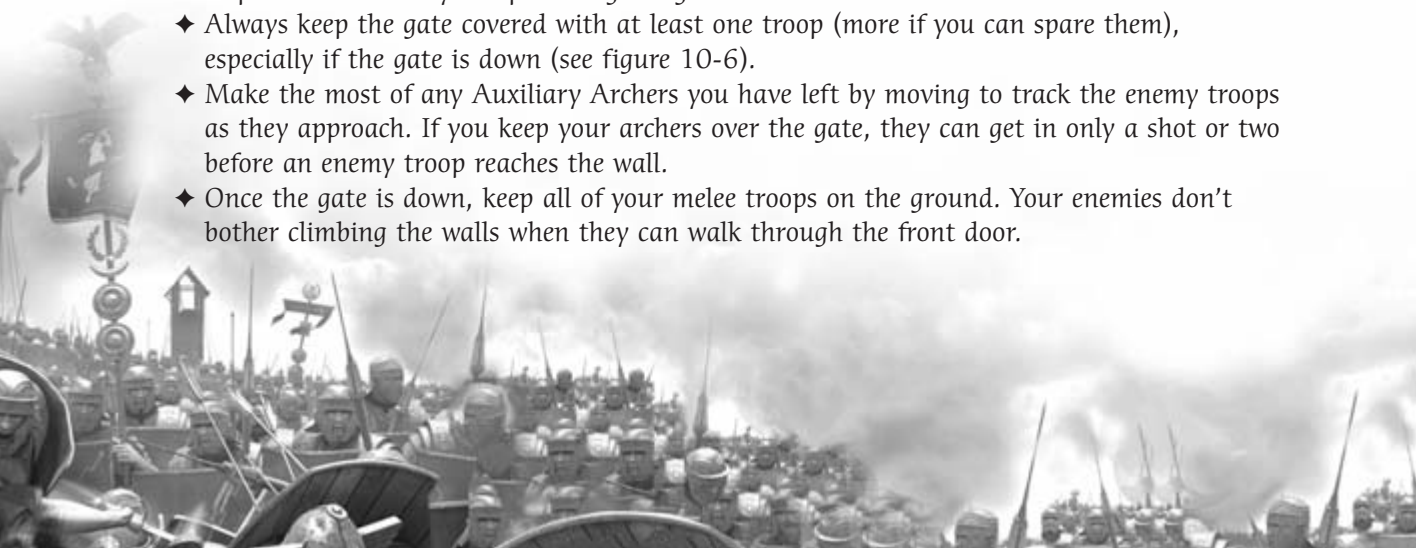




Fig. 10-6. Keep the gateway covered at all times, especially if the gates have been destroyed.

The game counts down the last quarter of the mission minute-by-minute (as if you weren't tense enough). Just keep throwing everything you've got at the enemy troops and take heart in the fact that you don't have to kill them all—you just have to keep Crassus Titus and Dumnorix alive. If both are still breathing when the 20 minutes are up, your allies arrive from the north and quickly wipe out the enemy.

Believe it or not, it takes your allies a while to accomplish their task, so you have to keep your fortress secure until the “victory” message appears to finish the mission successfully.

NOTE

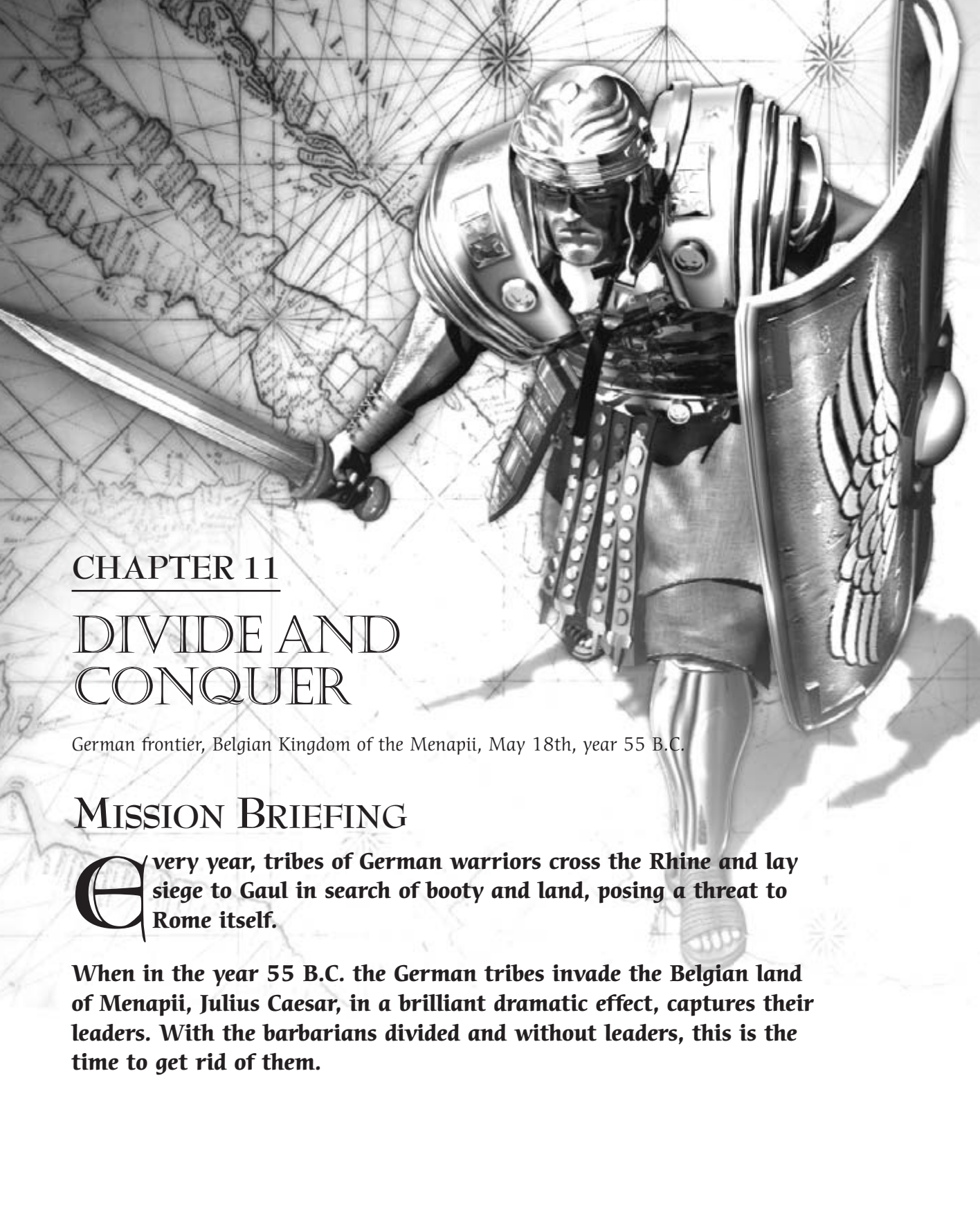
Your allies seldom clear out all of the enemies to the north, and you're likely to have a scary moment when you think you're going to be overrun. Rest assured, however, that the mission ends about a minute after your allies' arrival no matter how many enemies remain.

TIP

If enemy troops enter the fortress and there are no troops to stop them, keep Crassus and Dumnorix moving. They're both mounted, so they should be able to stay one step ahead of any foot soldiers. You can't keep this up forever, but you *might* be able to keep it up for a minute or so if you're that close to the end of the mission (see figure 10-7).

Fig. 10-7. If enemy troops enter the fortress when the mission is nearly over, try to keep Crassus and Dumnorix on the run and out of enemy hands until time is up.





CHAPTER 11

DIVIDE AND CONQUER

German frontier, Belgian Kingdom of the Menapii, May 18th, year 55 B.C.

MISSION BRIEFING

Every year, tribes of German warriors cross the Rhine and lay siege to Gaul in search of booty and land, posing a threat to Rome itself.

When in the year 55 B.C. the German tribes invade the Belgian land of Menapii, Julius Caesar, in a brilliant dramatic effect, captures their leaders. With the barbarians divided and without leaders, this is the time to get rid of them.

To stop the invasion of the Tancteres and the Usipetes, Caesar has decided to take back the Menapian cities that have been occupied by the Germans: Asciburgium, Car Menapii, Gelduba, and Sublones.

Do not allow any German war chief in command of the garrisons to escape: he will warn the other tribes and things will get a lot worse for your army.

Additionally, the Suevii have crossed the Rhine in great numbers with the rest of the barbarians, and are terrorizing the countryside. Take care of them.

Your forces start up divided: to the north, Publius Crassus has arrived with the infantry forces, while Titus Labienus is to the south, in command of the cavalry forces recruited by Divitiacus the druid. I hope they are trustworthy enough.

OBJECTIVES

1. Publius Licinius Crassus must survive
2. Titus Labienus must survive
3. Divitiacus must survive
4. Capture or destroy the four German villages
5. Eliminate the four German chiefs

Table 11-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Archer Cavalry	2	2	2
Auxiliary Archers	3	3	3
Auxiliary Infantry	2	2	2
Legionaries	4	3	2
Noblemen	2	2	2
Spearmen	3	3	2
Centurions (Titus Labienus, Publius Licinius Crassus)	2	2	2
Druid (Divitiacus)	1	1	1



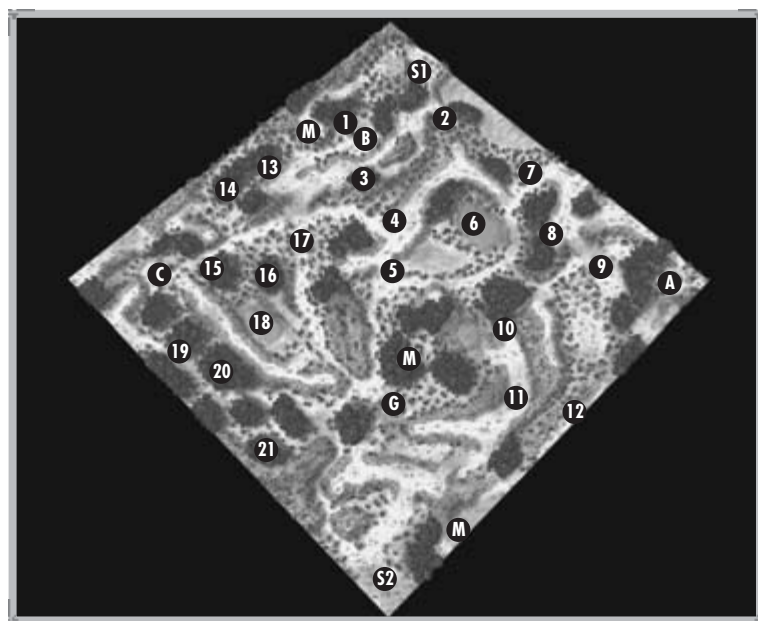


Fig. 11-1. Divide and Conquer map

Map Key

- S1** Your Starting Position (Infantry)
- S2** Your Starting Position (Cavalry)
- M** Menapii Explorer (Wandering Allied Scout)
- A** Village of Asciburgium
- G** Village of Gelduba
- C** Village of Car Menapii
- B** Village of Sublones
- 1-21** Enemy Troop Start Positions

SACKING SUBLONES

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NOTE

During the first half of the mission, you can ignore Divitiacus and the cavalry troops **S2**. They're perfectly safe where they are, and you shouldn't need to use them until after you've captured two villages.

The order in which you capture the villages is immaterial, so let convenience be your guide and start with Sublones **B**. Leaving Publius near the back of the starting position where he'll be out of danger, set your troops for the attack. First, eliminate the enemies to the south **2**. Keep an eye on the forest to the east of the village—some of the troops guarding the village might have moved into this area—but don't attack them. Next, set your Auxiliary Archers on the hilltop and begin firing on the garrison (see figure 11-2).



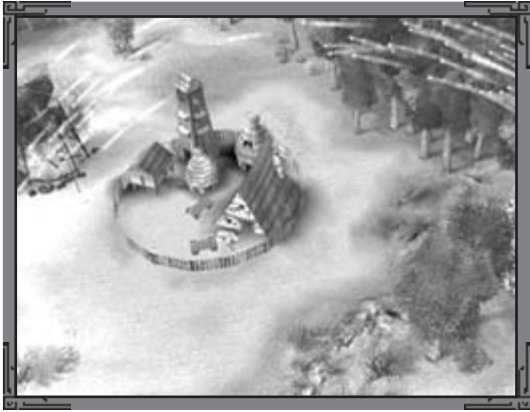


Fig. 11-2. Take out the garrison at Sublones from the hilltop just southeast of your starting position **S1.**



As soon as you open fire on Sublones, the enemies stationed in the village and the ones at position **1** attack your starting position. Make sure you leave some troops behind to defend Publius and handle this threat.

While your Auxiliary Archers are occupied, send a troop down to the village to intercept and kill the Chieftain. If he gets away, he'll send reinforcements to Sublones and make your life miserable.

When the area is secure, move your troops into the village, build a new garrison, and order Publius inside to take control.

During your time in Sublones, you are beset on all sides by enemy troops. To prepare for this, station Auxiliary Archers (and troops to shield them) on the hill above the town and on the road that leads out of town to the southwest. A defensive tower isn't a bad idea either—place it on the high ground overlooking the southwest road. Supplement your defensive troops as needed as you build up your army with recruits from the village, and leave some troops behind to defend the village when you move on.

THE LOW ROAD TO CAR MENAPII

Next stop on your tour of conquest is Car Menapii **C**. Organize your troops and head out on the low road leading southwest out of Sublones.

Your first hotbed of resistance is the large group of enemies about halfway between Sublones and Car Menapii **17**. Part of this group attacks as soon as you approach the crossroads.



Engage them, but remain as far north of the crossroads as you can. The bulk of the group is clustered around several defensive towers full of Bowmen just south of your position. If you stray too close, you have to engage the towers and the troops guarding them. However, if you remain as close to the forest on the north side of the road as possible, you can slip by unnoticed (see figure 11-3).



Fig. 11-3. If you remain close to the forest on the north side of the road, you can avoid a messy battle with multiple defensive towers and a large enemy contingent.



As you proceed past the defensive towers **17**, keep an eye out for enemy Bowmen in the forest to the north **13**, **14**. To avoid being perforated, send a couple of forest-capable troops up the hill to deal with the Bowmen as you pass.

You encounter the final bit of resistance just as you're about to enter town. Car Menapii's defenders charge at you on the road while a troop of Bowmen **15** opens fire from the forest. Send a troop into the trees to get the Bowmen while the rest of your army sets to on the road.

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When the road is clear, set your Auxiliary Archers up just outside the village clearing and open fire on the garrison. Leave some troops to cover their backs, though—enemy troops from the northeast **17** move in to intercept you when the village is attacked. Let them come to you—remember, you don't want to face those defensive towers!

Use the standard procedure to take control of the village. Remember not to let the Chieftain escape!

TIP

While you're constructing a new garrison, search the forest adjacent to Car Menapii and take out any remaining enemies who might be waiting to surprise you.

When this second village is under your control, Divitiacus announces that a simple show of force should be sufficient to cause the remaining two villages to surrender. Post troops around the village perimeter (including the forest to the south—the enemies from position **19** might come calling), and start building some new troops so that your show of force is an impressive one.

GELDUBA

Gelduba **G** is the next closest village, so that's your next target. Now, as your troops rebuild at Car Menapii, it's time to call in the cavalry **S2**. Leave Divitiacus and Titus Labienus behind at the start location, and march your Noblemen, Archer Cavalry, and Spearmen north along the road directly in front of them. Send them up the hill and turn left, where you'll encounter some enemies both south and west of the village. Kill whatever enemies don't flee before you, and attack Gelduba's garrison (see figure 11-4). When you move in, the South Usipetes soldiers (**18**, **6**, and the troops who just fled to the north) join your cause.



Fig. 11-4. Most of the few enemies protecting Gelduba flee to the north when you arrive in force, leaving you free to take the village.



Take control of the village and conduct one final building session in preparation for your final conquest at Asciburgium.

TIP

When you're ready to leave Gelduba, set the village's rally point to a point near Asciburgium (just south of position **6** is good) so that they'll be nearby if you need them in the final battle.

NOTE

The South Usipetes troops aren't under your control, but they do automatically fight any of your enemies that they encounter.



ASCIBURGIUM

Many of your new allies have positioned themselves east of Asciburgium **A**, but they won't take the village for you. When you've rebuilt your army (and you shouldn't need too many new troops, considering how easy it was to take Gelduba), proceed east along the base of the hill next to Gelduba, toward the group of enemies stationed there **11**.

Take the enemies out and proceed north through the grasslands at the base of the hill to the road beside the lake. Turn right and march directly to the enemies east of the village **6** and attack (see figure 11-5).



Fig. 11-5. Engage Asciburgium's defenders on the road east of the village.

As was true at Gelduba, some of the troops (the North Usipetes this time) flee into the forests after you take out the bulk of the defenders. Ignore them and take control of Asciburgium. Once you control all four villages, you've accomplished your mission.





CHAPTER 12

THE EVERLASTING FRONTIER

River Rhine, near the city of Mainz, July 5th, year 55 B.C.

MISSION BRIEFING

To do away with the German threat once and for all, Julius Caesar has done what no one has ever done: built a bridge over the Rhine and crossed it with his army.

However, the German tribes are not going to take it lying down. On this mission, your goal is to defend the passage over the Rhine to guarantee the return of Caesar's expedition.

It's up to you to defend the pass over the river, while on the other side of the Rhine, Caesar teaches the Germans a lesson they will never forget.

Many Suevii warriors, among the fiercest of the barbarian tribes, prepare to attack.

Without a doubt, they will try to cross the river to invade, once more, Gallic territory. You must watch over not just the bridge but the rest of the possible passes.

The allied Gaul cavalry, on the south side of the river, is under your command. But do not put too much faith in its loyalty nor its bravery in front of the enemy.

OBJECTIVES

1. Resist the German onslaught
2. Capture the village of Mainz
3. Titus Labienus must survive

Table 12-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	2	1	1
Balearic Slingers	1	1	1
Legionaries	2	2	1
Noblemen	3	3	3
Centurion	1	1	1
Centurion (Titus Labienus)	1	1	1

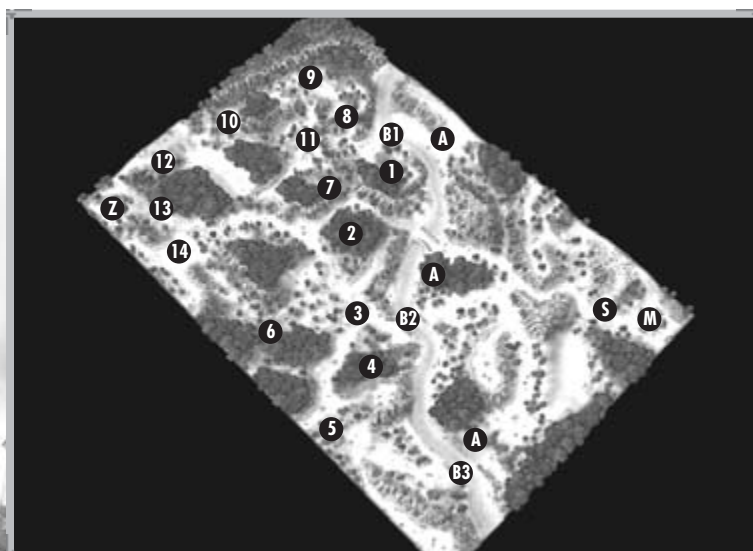


Fig. 12-1. The Everlasting Frontier map

Map Key

- S** Your Starting Location
- M** Village of Mogantiacum
- Z** Village of Mainz
- B1** Northern Broken Bridge
- B2** Central Broken Bridge
- B3** Southern Broken Bridge
- A** Allied Explorer (Hawk Scout)
- 1-14** Enemy Troop Starting Locations

THE INITIAL ONSLAUGHT

Start the mission by sending Titus Labienus into Mogantiacum where he'll be relatively safe over the course of the mission—and where he'll enable you to start building some troops. As you'll note from the map, you're rather outnumbered.

Don't try to initiate the battle yourself. Dig in and wait for the attack. Position your initial troops in protective positions to cover your starting position **S**. Place Auxiliary Archers (or other ranged attackers) on the hill where Dumnorix's Noblemen are arrayed and on the hill overlooking the road to the bridge. Block all of the roads leading to Mogantiacum with good defensive troops, and keep adding to your defenses as more troops are recruited from the village (see figure 12-2).



Fig. 12-2. Set up tight defenses around your starting position in preparation for the enemy attack.

Shortly after the mission begins, enemy troops begin repairing the northern broken bridge **B1**. When this is completed, they begin work on the southern broken bridge **B3** and, following the completion of work there, they repair the central one **B2**. In all cases, the Infantry troops performing the construction are covered by Bowmen, so don't interfere—you'll only lose troops.

After the third bridge is repaired, a huge enemy force gathers at the stone bridge, but it doesn't move in. A second, smaller force advances across the northern bridge **B1** and heads south along the river through the valley below your defensive position. When they near the end of the valley, the main force advances across the stone bridge and up the main road, and another group moves in across the central bridge **B2** (see figure 12-3).





Fig. 12-3. The enemy assault begins.

Much of the fighting takes place in the open on the main road between your starting position and the stone bridge, but the enemy troops do have some tricks. Watch out for the following:

- ◆ Enemy Bowmen take positions in the forest on both sides of the road and try to catch you in the crossfire.
- ◆ Enemy troops constantly attempt to gain the high ground northwest of Mogantiacum (the hill just below Dumnorix and his men). Keep an eye on the forest at the end of the hill and turn back all invaders who attempt to come through.

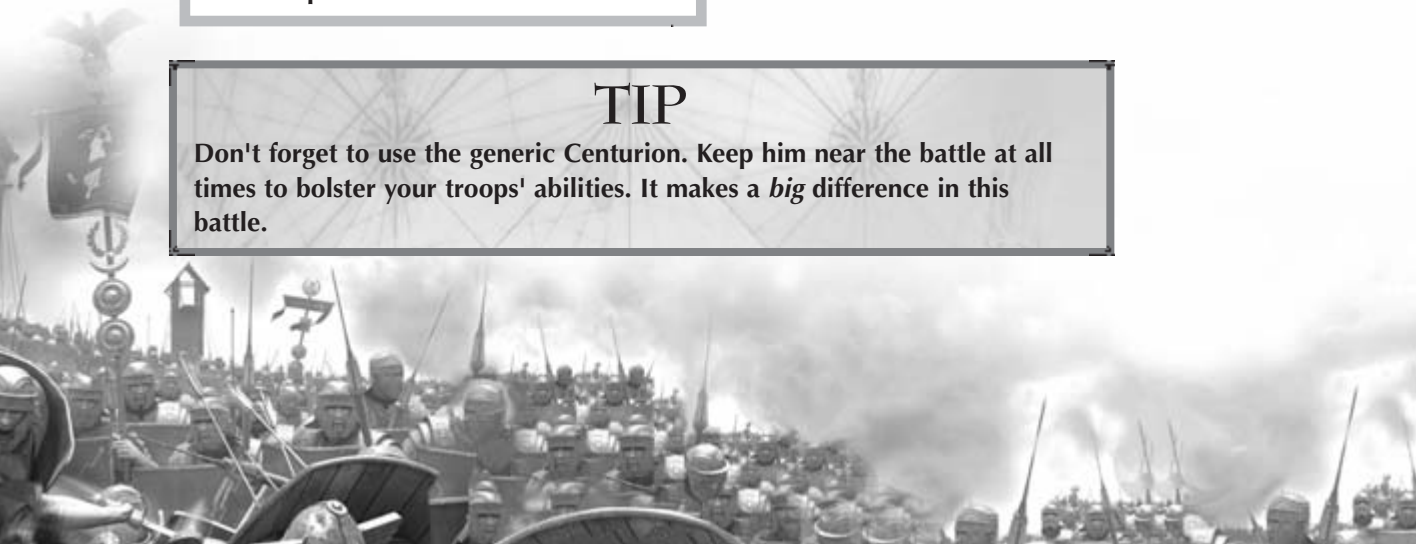


If you're lucky, you *might* get a little bit of fighting out of Dumnorix's Noblemen. Throw them at the first wave of attackers and let them do what they will. Be forewarned, however, that these troops turn tail and run shortly after they engage the enemy. Don't count on too much help from them.

Additional troops continue streaming over all four bridges throughout the battle. You can even expect a Catapult to come your way! Keep throwing troops at the main battle and watch your flanks. Make sure the village troop-building queue is always full—you need all the help you can get!

TIP

Don't forget to use the generic Centurion. Keep him near the battle at all times to bolster your troops' abilities. It makes a *big* difference in this battle.



ATTACKING MAINZ

Eventually, the action dies down enough for you to start out toward Mainz **Z**. The invasion isn't *quite* over yet (you get the "objective complete" message when it is), so as you head out, leave plenty of troops behind to guard Mogantiacum.

As you might expect, you took out the bulk of the enemy troops during the initial onslaught. Troop deployment on the other side of the river has changed significantly (see figure 12-4).

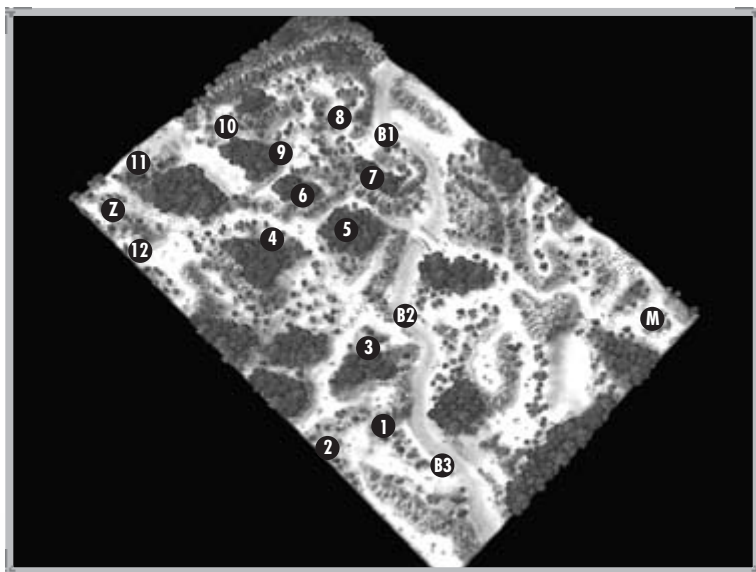


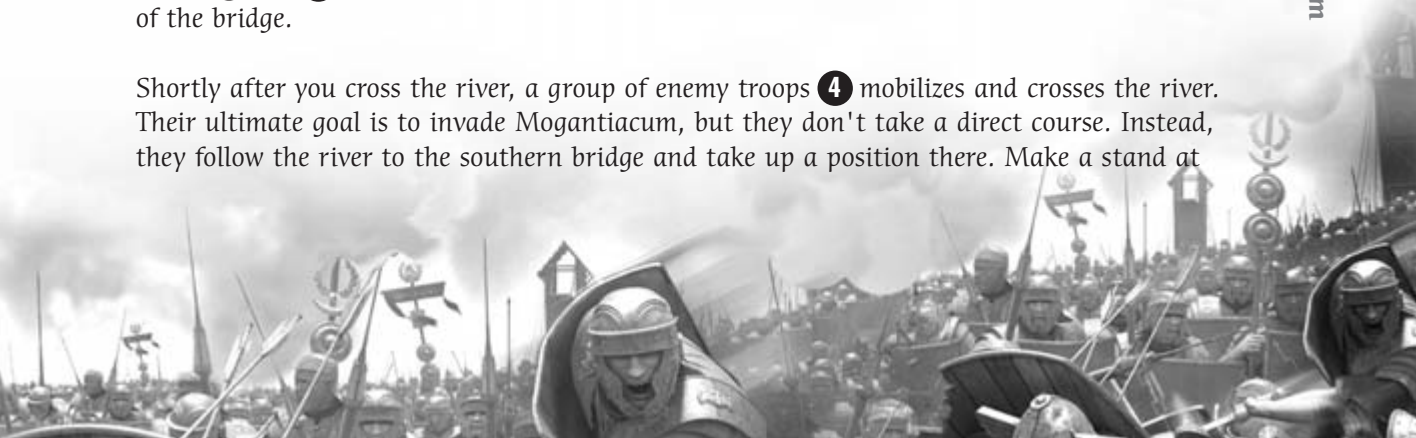
Fig. 12-4. This map shows enemy troop positions after the heaviest part of the invasion is over.

Map Key

- M** Village of Mogantiacum
- Z** Village of Mainz
- B1** Northern Broken Bridge
- B2** Central Broken Bridge
- B3** Southern Broken Bridge
- 1-12** Enemy Troop Positions

Gather your troops and cross the river at the southern bridge. Take out the enemies you find there (**1** and **2**), paying particular attention to the Bowmen on the high ground just north of the bridge.

Shortly after you cross the river, a group of enemy troops **4** mobilizes and crosses the river. Their ultimate goal is to invade Mogantiacum, but they don't take a direct course. Instead, they follow the river to the southern bridge and take up a position there. Make a stand at



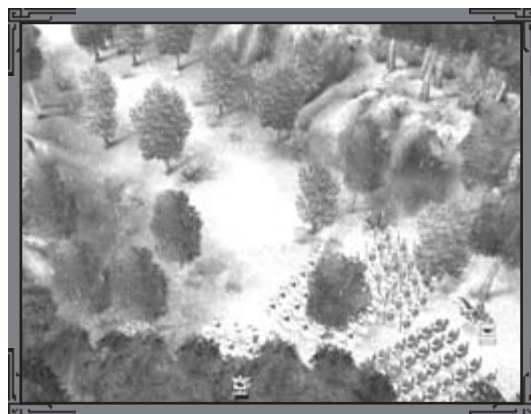
the bridge and fight these troops now rather than waiting for them to invade the village (see figure 12-5).



Fig. 12-5. Forewarned is forearmed. Wait for the enemies at the southern bridge and engage them.

Continue northwest toward Mainz along the road until you come to the small group of enemies in the forest **3**. Deal with them, and then abandon the road and head directly toward Mainz on the paths through the forest (see figure 12-6).

Fig. 12-6. Approach Mainz through the forest rather than on the open road.



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NOTE

When the last of the invading forces is turned back by your troops at Mogontiacum, you get the "objective complete" message indicating that the invasion is over. At this point, your village is safe and you can mobilize most of the defenders to back you up at Mainz. Set Mogontiacum's rally point in a clear area south of Mainz as well.

Start your attack on Mainz by taking out the defenders south of the village **12**. When you engage them, expect the enemies north of

Mainz **11** to lend their companions a hand (see figure 12-7). Keep your reinforcements coming as you hack and slash your way through the enemy troops.

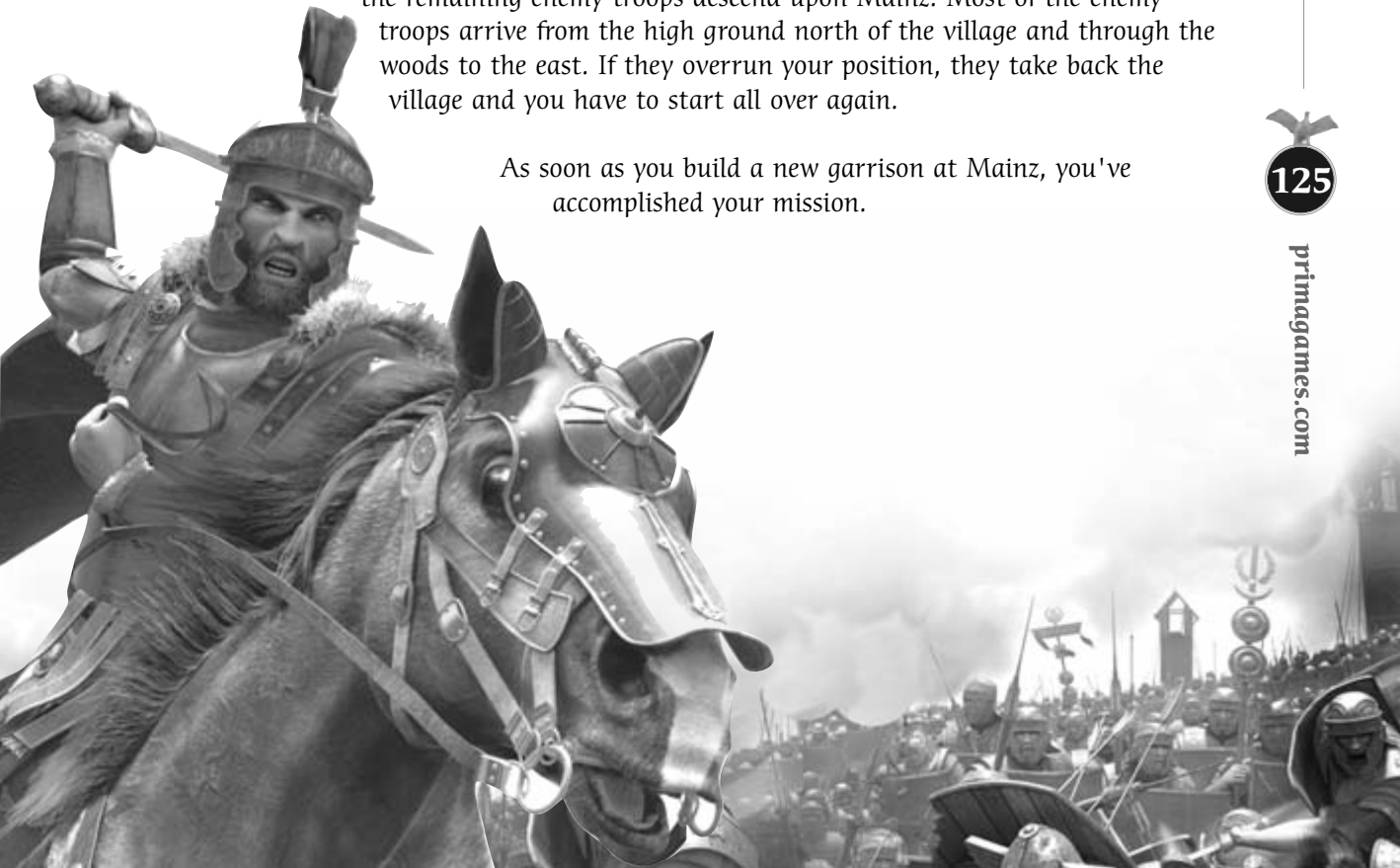


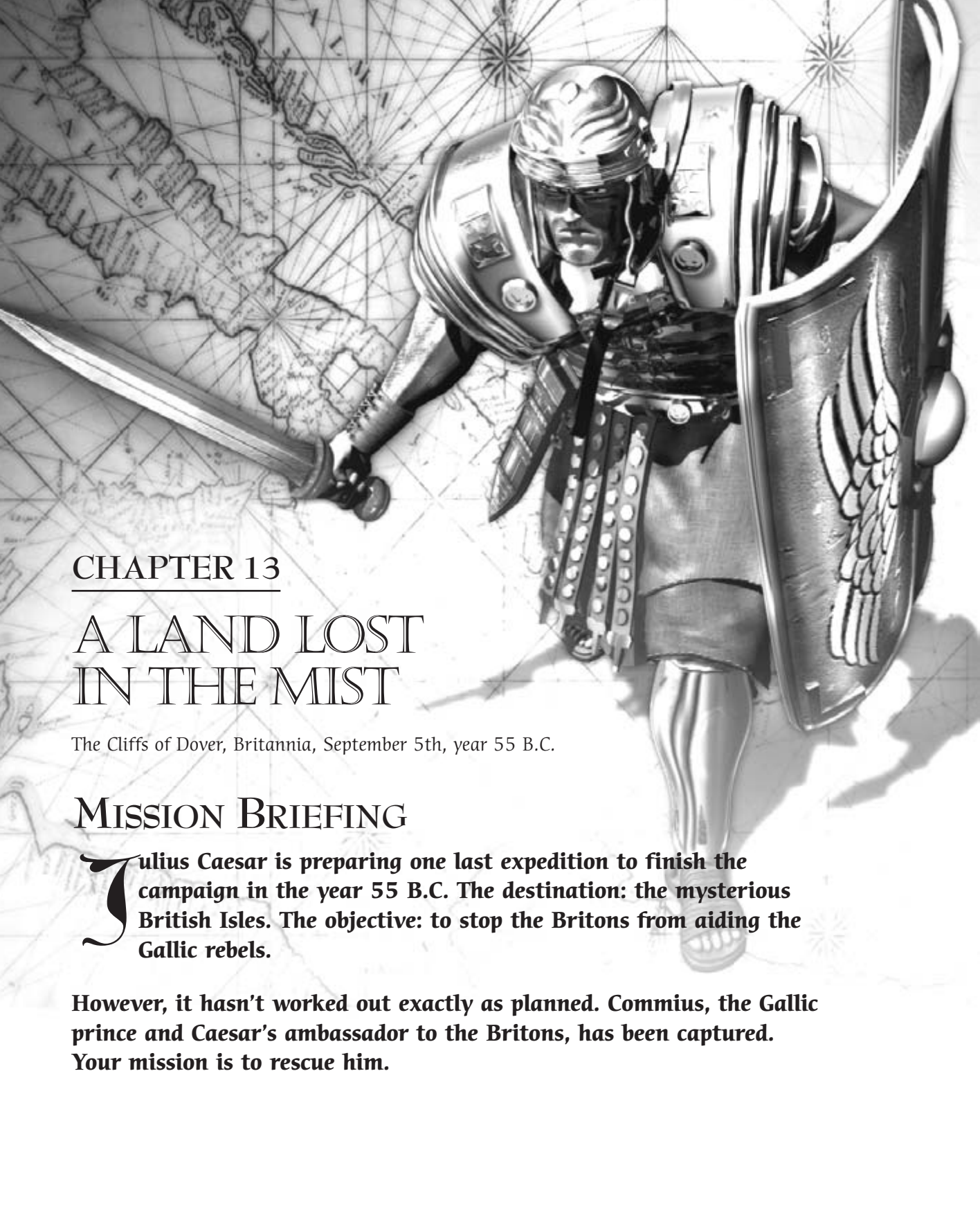
Fig. 12-7. When you engage the troops south of Mainz, enemy reinforcements quickly arrive on the scene.

When you have defeated the defenders, march into the village and attack. You must *capture* Mainz, not destroy it, so aim your attack at the garrison and not the village itself. If you destroy the village, the mission ends in failure.

Use a troop of Auxiliary Archers to attack the garrison, and array all of your remaining troops around town to form a defensive perimeter. As soon as you launch your attack, all of the remaining enemy troops descend upon Mainz. Most of the enemy troops arrive from the high ground north of the village and through the woods to the east. If they overrun your position, they take back the village and you have to start all over again.

As soon as you build a new garrison at Mainz, you've accomplished your mission.





CHAPTER 13

A LAND LOST IN THE MIST

The Cliffs of Dover, Britannia, September 5th, year 55 B.C.

MISSION BRIEFING

Julius Caesar is preparing one last expedition to finish the campaign in the year 55 B.C. The destination: the mysterious British Isles. The objective: to stop the Britons from aiding the Gallic rebels.

However, it hasn't worked out exactly as planned. Commius, the Gallic prince and Caesar's ambassador to the Britons, has been captured. Your mission is to rescue him.

Ever since we set foot on these accursed shores, everything has gone from bad to worse: there is no trace of the riches the merchant spoke about, and the Briton tribes fight like madmen.

But now Caesar has lost all patience: the Britons, in an evil and treacherous act, have captured and imprisoned our ambassador Commius, an allied prince of the Gauls.

Your mission is to rescue Commius from the fortress where he is being kept and teach the savage Britons a lesson.

Do not get involved in a long fight: a short demonstration of force will suffice. Enemies are everywhere, and there is not the time nor need to kill them all.

As soon as you get back to the beach with Commius, we will set sail for Gaul.

OBJECTIVES

1. Rescue Commius from the Catuvellaunii Fortress
2. Quintus Tullius Cicero must survive
3. Caius Crastinus must survive
4. Escort Commius back to the beach

Table 13-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	1	1	2
Equites	3	2	2
Legionaries	4	3	2
Spearmen	2	2	2
Centurions (Quintus Tullius Cicero, Caius Crastinus)	2	2	2
Physician	1	1	1
Ballistae	2	1	1
Catapults	2	2	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1

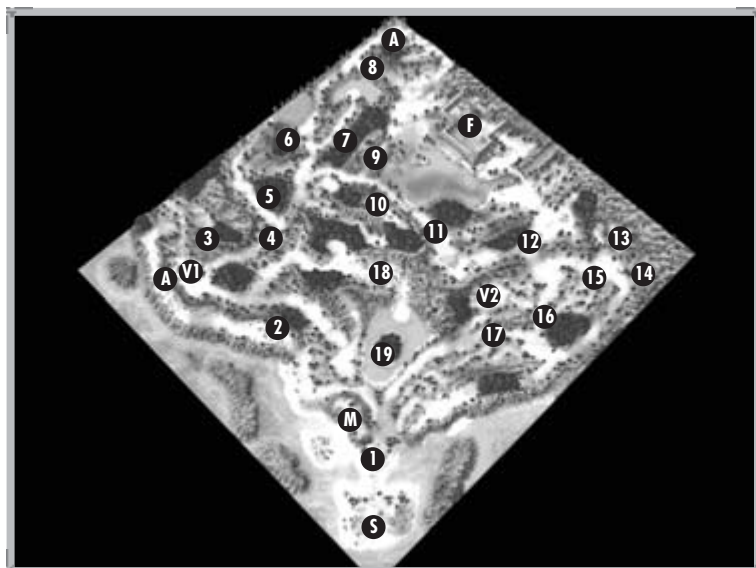


Fig. 13-1. A Land Lost in the Mist map

Map Key

- S** Your Starting Location
- V1** Village of Durovibrae
- V2** Village of Durolitum
- F** Fortress
- M** Atrebates Messenger
- A** Atrebates Troops
- 1-19** Enemy Troop Starting Positions

SECURING THE BEACHHEAD

When the mission begins, you are faced with a huge detachment of enemy troops just north of your position **1**. The troops on the narrow peninsula directly ahead of you are supported by a defensive tower and Bowmen on the high ground to the east and west. A group of enemies and a Catapult are on the small island to the west.

Move Quintus and Caius back behind your troops to keep them out of the line of fire, and launch a multipronged assault on the enemies (see figure 13-2):

1. Order your Legionaries to engage the troops on the peninsula.
2. Send the Equites to deal with the troops from the Catapult island to the west (who advance across the shallows as soon as the fighting starts), then have them destroy the Catapult itself.
3. Order your Auxiliary Archers to lay siege to the defensive tower from long range.
4. Send a troop of Spearmen each to deal with the Bowmen on the hills east and west of the defensive tower.

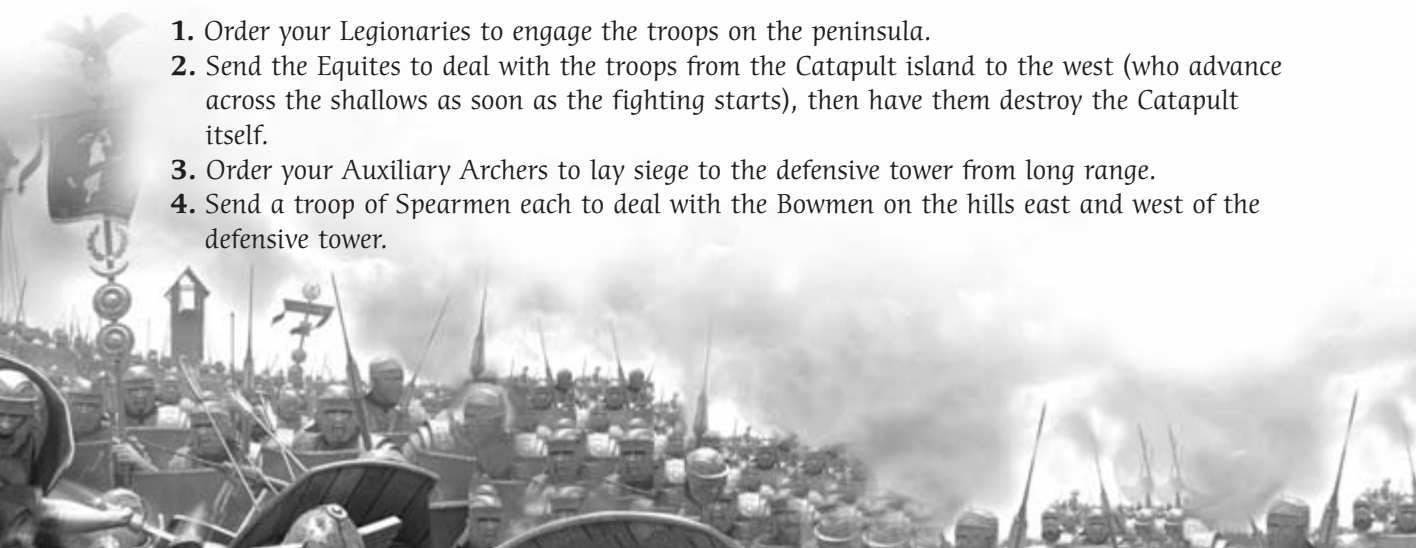




Fig. 13-2. Hit the enemies on the beachhead hard and fast at the start of the mission.

When all of the enemies on the beach are destroyed, the Atrebatas Messenger **M** greets you, and all of the Atrebatas troops **A** ally themselves with you.

As soon as the Atrebatas join you, they take over the village of Durovibrae **VI** and assume defensive positions around the town. Enemies start moving toward the village with the intention of taking it back. Gather your troops and follow the Messenger to the village to help defend it. (Leave your two Centurions on the beach for now.)

TIP

As you pass the lake **19**, be on the lookout for enemy troops crossing the lake and moving along the road toward Durovibrae.

NOTE

You cannot control the Atrebatas troops, but they will join you in battle when they are nearby. The Atrebatas *never* take any independent offensive action—they only defend themselves or follow your lead.

You encounter several groups of enemies along the way **2**. Send some troops along the low road to deal with the enemies hiding in the forest there, and order the remaining troops to take out the enemies on the high road along the coast.

The enemy troops who intend to attack Durovibrae are on the high road above the village and in the forest to the north of town (**3** and **4**). When you engage the enemies, the Atrebatas nearby lend a hand, making quick work of the invaders (see figure 13-3).





Fig. 13-3. The Atrebatas troops near Durovibrae help you to repel the enemy attackers.

Call Quintus and Caius to join you at the village. Plot their course so that they follow the road you cleared on the way in.

DUROLITUM

Gather your troops (including Caius and Quintus) at Durovibrae and march east, back along the course you followed on the way into the village. (Don't take the high road out of town—you'll lose too many troops to the enemy force waiting there **18**.)

NOTE

While you're moving east, several enemy troops from the north move down the peninsula to the beach where you started the mission. Don't worry about them for now.

The first resistance you encounter is south of the lake, when the enemy Bowmen on the island **19** open fire. Send at least one troop across the lake to take the Bowmen out of the picture before you continue east.

Follow the road northeast toward Duroлитum **V2**. Just outside the village, a contingent of

defenders **17** engage you immediately when you approach. Order your Spearmen and Legionaries in for the kill, and have your Auxiliary Archers target the defensive tower (see figure 13-4). Keep Caius and Quintus in the rear with at least one troop to defend them.

Fig. 13-4. The enemy forces at Duroлитum are more formidable than those at Durovibrae.

As you move into the village clearing, expect some enemy troops from the north **16** to



come to their companions' aid. When the village is clear, build a garrison and take over. (Send Quintus into the village for safekeeping.) Post troops to guard the entrances to the village clearing to turn back any straggling enemy troops.

PREPARATIONS

Your goal is to rescue Commius, who's being held in the fortress to the north **F**. You need to build up a large force to lay siege to it.

Pump out as many troops as you can at Duroлитum. Concentrate on troops that can move through shallow water—the entire southwestern approach to the fortress is a swamp (see figure 13-5). No matter how many troops you build, however, you are going to need some help in your siege. That help lies in the Atrebates troops **A**.

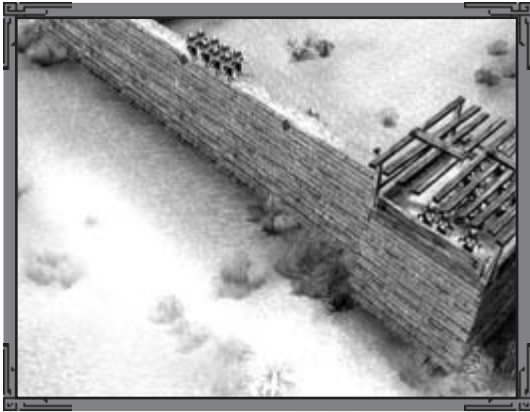


Fig. 13-5. The southwestern approach to the fortress is covered in shallow water.

TIP

While you're building your new troops, take several troops and make a preemptive strike against the enemies west of Duroлитum **13** to clear the road between you and the fortress.

After you've built up your army, split it into two groups. Leave the siege engines and three or four additional troops in the village. They'll be your southern attack wave (see figure 13-6). Send your remaining troops back to Durovibrae via the roads you know to be clear (anything south of position **18**).





Fig. 13-6. Leave your siege engines and a number of support troops at Duroлитum while the rest of your troops head west.

When your troops reach Durovibrae, your goal is to clear all of the enemy resistance between the village and the Atrebatas troops in the far north **A**. Proceed north, and engage the enemies in the woods there **5**.

At the next enemy position along the road **6**, the enemies are hidden in the high grass and

forest to the left of the road. Send some troops into the trees to get the Bowmen there, while your Auxiliary Archers burn out the enemies in the grass.

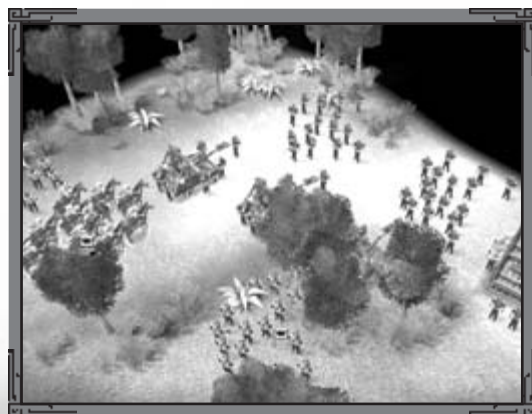
NOTE

The enemies at position **7** are in the forest at the base of the cliff to the right of the road as you head north. They won't bother you, so you can ignore them on your march northward.

Finally, continue to the northern end of the road and engage the enemies just below your allies' position **8**. In addition to the troops on the road, Bowmen are hidden in the trees above. When all of the enemies have been cleared, send one of your troops up to the Atrebatas position. When you do so, all of the Atrebatas troops revert to your command (see figure 13-7).

Fig. 13-7. Instant assault force: the Atrebatas join your army when you meet with their group in the north.

The last stage of preparation involves a preemptive strike near Durovibrae. Order a large contingent of your newly acquired Atrebatas troops in that area to attack the enemies on the high road east of town **13**. These enemies will cause you no end of trouble



later, so deal with them now (see figure 13-8). Afterward, send the remaining assault troops up the hill to the north 10 to take out the troops and siege machines there.



Fig. 13-8. Invest in the future: clear out the enemies east of Durovibrae before you lay siege to the fortress.

Now, all that remains is to attack the fortress.

THE SIEGE

You now have an overwhelming attack force under your control, and most of your remaining enemies are inside the fortress. It's time for some fun.

TIP

Make sure that your northern forces are equipped with at least one Assault Tower before you begin the siege.

Order about half of the troops from Durovibrae to rendezvous with your troops at Durolitum. Send the other half to meet your troops in the north. (Take care that the northbound troops don't

stray too close to the fortress on their way.) A few pockets of enemy resistance may remain north of Durovibrae (7 and 9), but your troops will take care of this automatically on their way.

When everyone has reached their destinations, set up the attack. Order about half of the ranged attackers and siege machines in the north to attack the enemies on the northern wall of the fortress (keep most of your infantry and the Assault Tower out of sight for now).

At the same time, have the siege engines and all other attackers at Durolitum attack the defenders on the southern wall and the fortress gates. Send in your ground troops in the south as well to deal with the enemy cavalry when they stream through the gates. After the cavalry is dealt with, send all of the southern infantry troops to help in the gate assault (see figure 13-9).

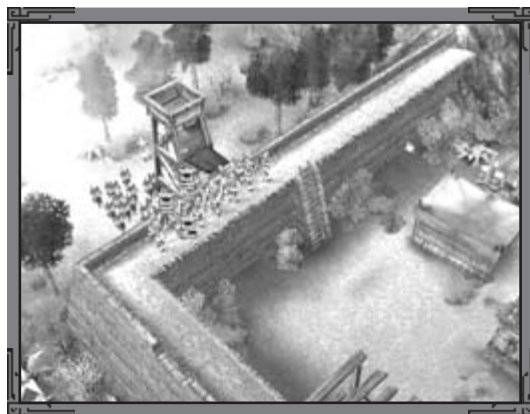


Fig. 13-9. Use your infantry to help knock down the gate after the enemy cavalry charge is defeated.

By this time, the small force attacking the northern wall is depleted, so all of the enemy Bowmen have moved around to defend the gate. Take this opportunity to move your Assault Tower into place and start sending your troops into the fortress (see figure 13-10). Send some to deal with the Bowmen on the wall while the others engage the enemy troops in the courtyard.

Fig. 13-10. Send your troops over the northern wall while the enemy Bowmen are occupied at the front gate.

When most of the enemies at the fortress are defeated, Commius greets you and implores you to get to the boats.



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TO THE BOATS

Muster whatever troops you have left, and leave the fortress with Commius in tow. If you followed the advice in the previous sections of this chapter, there should be no enemies left (except, perhaps, a few stragglers at the fortress). Even so, keep some combat troops around Commius at all times just in case.

NOTE

Tulius and Caius don't have to come to the beach with you to complete the mission. They only need to be alive when all is said and done.

Escort Commius to the southern tip of the peninsula where you started **S** to complete your mission.



CHAPTER 14

GREED

Roman Province of Syria, Near East, March 9th, year 54 B.C.

MISSION BRIEFING

Marcus Licinius Crassus, envious of the military glory of Caesar and Pompey, has decided to get some of his own. To do so, in the year 54 B.C. he manages to be named governor of the Roman provinces in Asia Minor.

From there, he plans to launch an invasion on Parthia and Mesopotamia. But for the time being, and despite his wealth, he needs funds to pay for his army. Your mission is to help him raise them.

In order to collect the money needed for the upcoming campaign in Parthia, Marcus Crassus has decided to occupy the most important temples in Syria.

The temples are in the cities of Samaria; Jerusalem, the capital of Judaea; Tyre, the capital of the Phoenician traders; and Petra, the city of the Nabatean, the sons of the desert of Arabia.

You must seize control of these four cities. By diplomacy, if you're able to. By force, if necessary.

OBJECTIVES

1. Capture Tyre
2. Capture Petra
3. Capture Samaria
4. Capture Jerusalem
5. Publius Licinius Crassus must survive
6. Gaius Cassius Longinus must survive

Table 14-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	1	1	1
Legionaries	4	4	4
Noblemen	3	3	3
Spearmen	1	1	1
Centurions (Gaius Cassius Longinus, Publius Licinius Crassus)	2	2	2
Physician	1	1	1
Hawk Scout	1	1	1

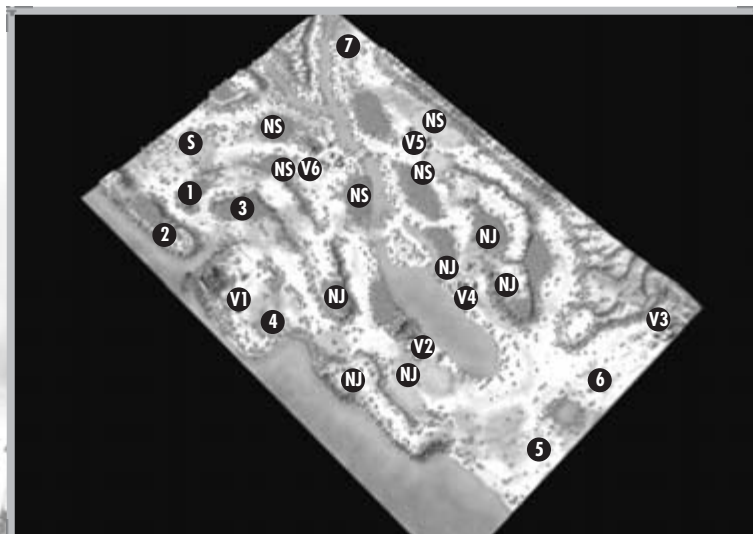


Fig. 14-1. Greed map

Map Key

- S** Your Starting Location
- V1** Tyre
- V2** Jerusalem
- V3** Petra
- V4** Jazer
- V5** Gerasa
- V6** Samaria
- NS** Neutral Troops (Samaritan)
- NJ** Neutral Troops (Judaeon)
- 1-7** Enemy Troop Starting Positions

FLATTEN TYRE

This mission is relatively painless if you're careful about whom you attack. Several of the villages essentially capture themselves if you follow the right pattern. None of the neutral troops (NS and NJ) bother you as long as you don't attack them or their villages. You can deal with the Judaeans and Samaritans later, though. Your first targets are the Phoenicians at Tyre VI.

Leaving your Centurions (Publius and Gaius) behind, order your troops to take out the Phoenician troops near your start position (1, 2, and 3). When these positions are clear, march to Tyre. Order your Auxiliary Archers to attack the garrison while your other troops engage the village's defenders (see figure 14-2). Expect plenty of enemy reinforcements from just south of the village.



Fig. 14-2. The Phoenician village of Tyre is your first target.

Bring all of your troops (including the Centurions) to the village, build a garrison, and take over the village. Capturing Tyre fulfills objective 1. Install Publius or Gaius in the village for safekeeping. Build some new troops, and array your existing troops around the perimeter of the village—you can expect a couple of enemy incursions from the south while you're building up your forces.

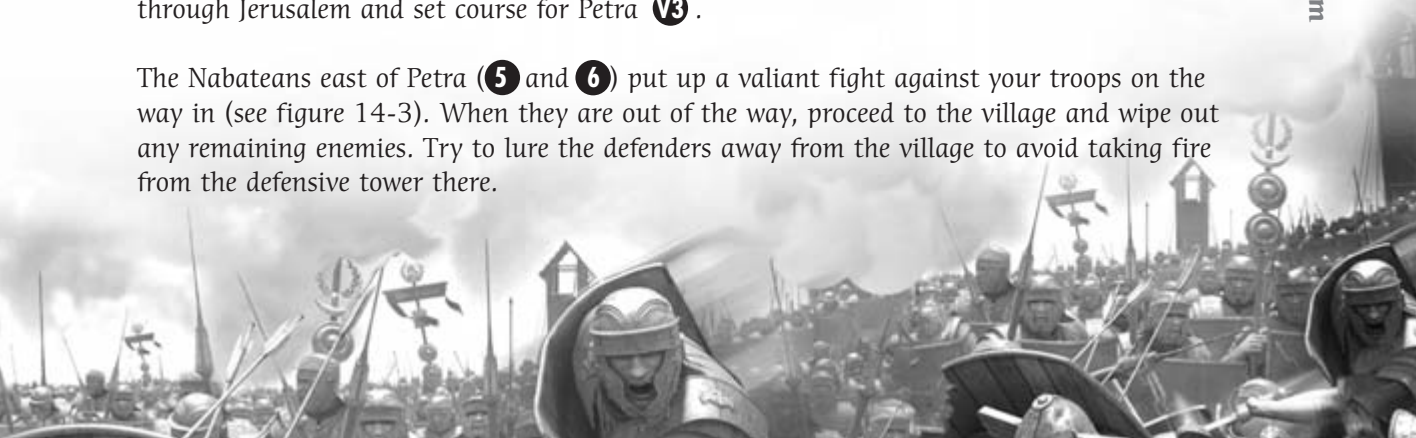


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NEXT STOP: PETRA

Leave a couple of defensive troops (and your other Centurion) at Petra, and send the rest of your troops due south. When you near Jerusalem V2 you encounter a Judaeon Messenger who asks you to attack Petra on his people's behalf. That's your next destination. Continue south through Jerusalem and set course for Petra V3.

The Nabateans east of Petra (5 and 6) put up a valiant fight against your troops on the way in (see figure 14-3). When they are out of the way, proceed to the village and wipe out any remaining enemies. Try to lure the defenders away from the village to avoid taking fire from the defensive tower there.



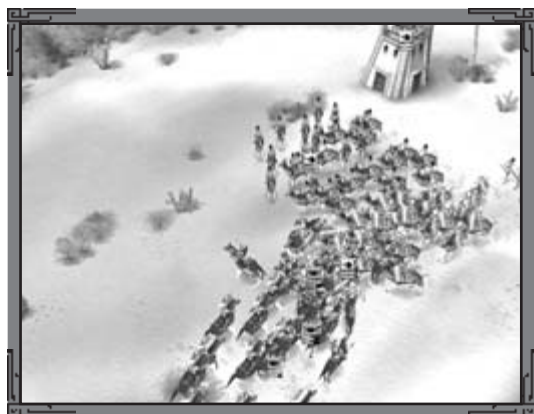


Fig. 14-3. Many enemies block the way to Petra, including a large number of cavalry troops.

When the village is cleared of occupants, destroy the garrison. When you do, the Judean troops (N) ally themselves with you, and Jerusalem and Jazer (V2 and V3) are “captured,” completing two more mission objectives.

Unfortunately, the Samaritans are enraged by your actions at Petra and their troops (NS) become your enemies. Ah, well. You can't please everyone.

By now, Tyre is low on population. Have your Centurion exit the village immediately, and send both Publius and Gaius to Petra as quickly as possible. Leave some troops to defend Tyre while you build a new garrison at Petra and start pumping out reinforcements.

GERASA AND SAMARIA



While you're replenishing your troops at Petra, your new allies, the Judeans, are at war with your new enemies, the Samaritans (see figure 14-4). The longer you spend in Petra, the more enemies your Judean friends destroy. But don't take too long—if the Samaritans manage to capture Jerusalem or Jazer, you'll have more work to do when you head north.

Fig. 14-4. The sacking of Petra sets off a war between the Judeans and the Samaritans in the north.

When you're ready, order your troops to Gerasa (V5). Most of the fighting up north usually takes place between Samaria and Jerusalem, so your course should be relatively enemy-free. (You can see the battles taking place on the map, so plot your course accordingly.)



**CAUTION**

There is a great deal of forest and grassland south of Gerasa. As your troops approach, sweep the forests for enemies and stay out of the grass! If any enemy troops pop up in the grasslands, torch them with your Auxiliary Archers.

When the area is relatively clear, order your Auxiliary Archers to open fire on Gerasa's garrison. Meanwhile, have your other troops move toward the bridge and engage any Samaritan troops you find on either side of the river (see figure 14-5). Be especially cautious of enemy Archers.

Fig. 14-5. The bridge to Samaria is the most likely place to find enemy resistance as you capture Gerasa.

When Gerasa falls, order an Auxiliary Infantry troop to build a garrison there. Continue to hold the bridge with a couple of stout defending troops. Set up a troop of Auxiliary Archers on the Gerasa side of the river north of the bridge and open fire on the garrison in Samaria (see figure 14-6). Send all of your remaining troops to deal with the final wave of enemies (which should arrive from the east).



Fig. 14-6. Open fire on the Samaria garrison from the Gerasa side of the river.

Assuming all of the other villages are still in your control, you win the mission as soon as you construct a new garrison in Samaria.





CHAPTER 15

FEAR THE EAGLES

River Thames, Britannia, July 20th, year 53 B.C.

MISSION BRIEFING

The year is 53 B.C. Despite last year's fiasco, Caesar has not forgotten Britannia. This time, he'll do things right, embarking enough forces for the task and without trying to obtain permanent territorial conquests on the islands.

This is the second time we disembark in Britannia, and our mission is clear: to teach the Britons to fear the Eagles.

To do so, we have to take care of Cassivellaunus, the British leader who has assembled a formidable alliance against us. His village stands to the north, on the other side of the river Thames, in the land of the Catuvellauni.

The Catuvellauni's allies are the Cantiacum, the Atrebrates, and the Trinovantes.

Commius, our Gallic ally, says that if we destroy the sacred altars of the Briton tribes, we will break their spirits and their will to resist. Perhaps, this way they will abandon Cassivellaunus.

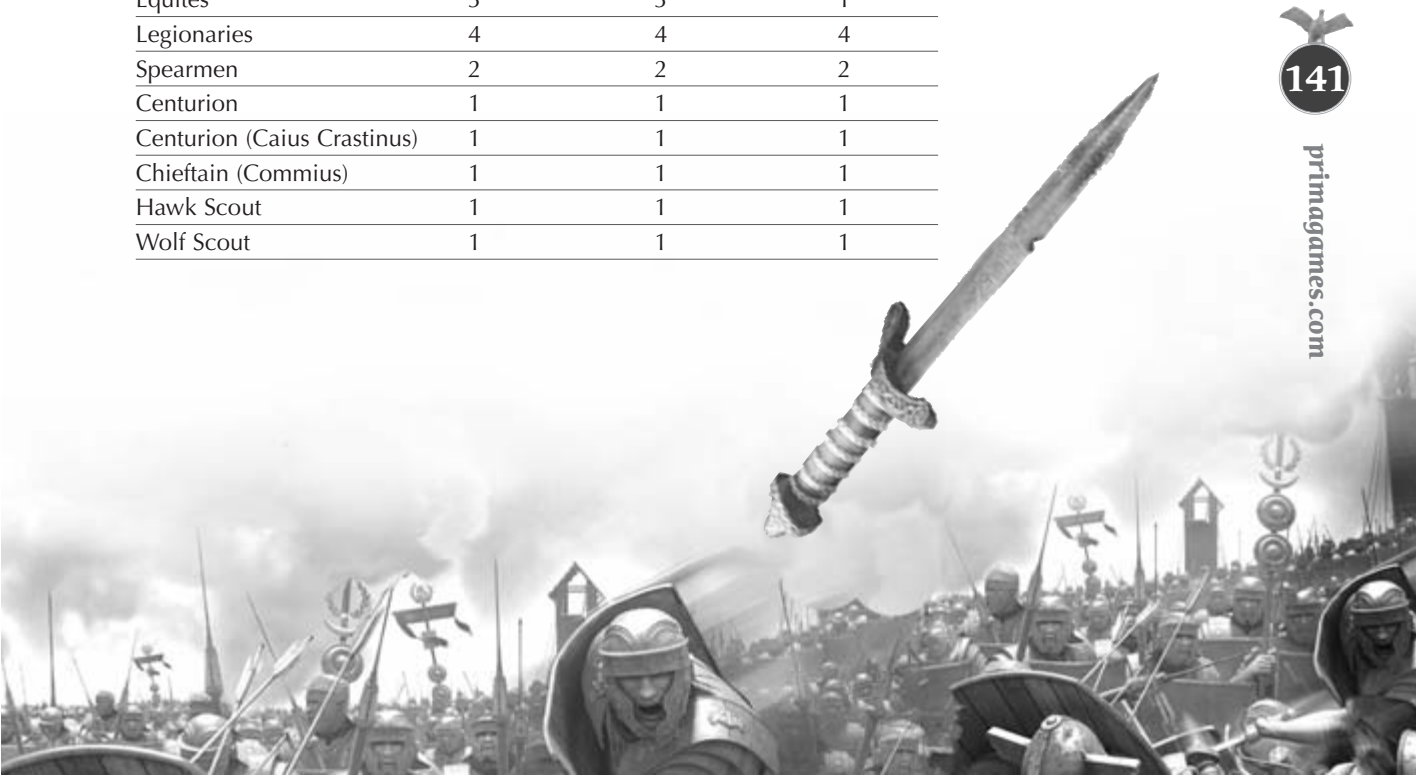
Take care not to break your word, lest the Britons become even more resolute about their hostility.

OBJECTIVES

1. Defeat Cassivellaunus
2. Protect the Roman encampment
3. Caius Crastinus must survive
4. Commius must survive

Table 15-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	1	1	—
Equites	3	3	1
Legionaries	4	4	4
Spearmen	2	2	2
Centurion	1	1	1
Centurion (Caius Crastinus)	1	1	1
Chieftain (Commius)	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1



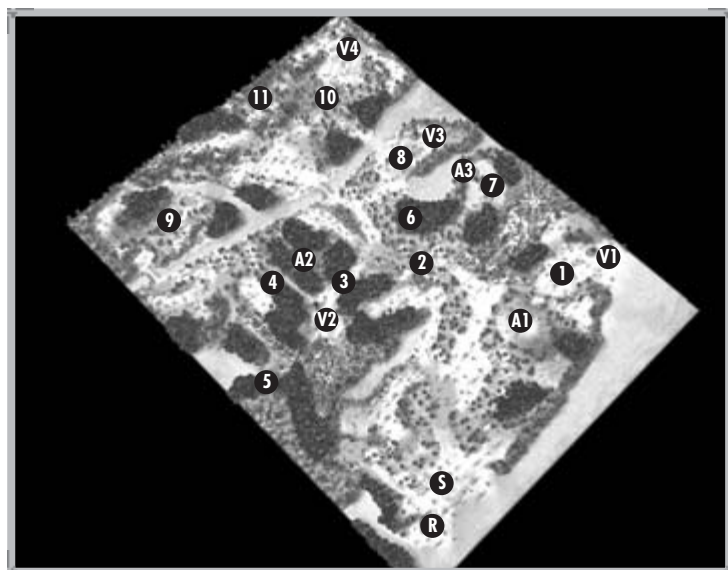


Fig. 15-1. Fear the Eagles map

MAP KEY

- S** Your Starting Location
- R** Roman Encampment
- VI** Durovernum
- A1** Altar of the Cantiacum (Durovernum)
- V2** Chirchester
- A2** Altar of the Atreates (Chirchester)
- V3** Camulodumun
- A3** Altar of the Trinovantes (Camulodumun)
- V4** Verulanium
- 1-11** Enemy Troop Starting Positions



THE TAMING OF THE TRIBES

As is always true when you begin the mission with a village under your command, your first priority is building troops. Sending a hero into the village for safekeeping is always a good idea, but in this case it makes a difference which one you send in. If you send Caius into the encampment, you can build Roman troops. If you send Commius into the encampment, you select your troops from the Barbarian menu.



TIP

Swift, powerful, all-terrain attackers are ideal in this mission, so consider sending Commius into the Roman encampment so that you can build German Infantry troops.

It is easier to win by breaking your enemies' spirits than it is to fight all of them, so make the three altars—**A1**, **A2**, and **A3**—your priority targets. Start by sending your Equites to deal with the altar near Durovernum **A1**. Initially, there is no resistance between you and the target so, if you move quickly, you shouldn't have any trouble (see figure 15-2). To attack the altar, click the Attack command and then left-click on the altar. When the altar is destroyed, the Cantiacum troops **1** lose their will to fight and become neutral.

Fig. 15-2. Move in swiftly and attack the altar near Durovernum.

**TIP**

Send supporting troops with the Equites when you attack the first altar if you're playing at the Hard difficulty level—one troop might not be enough.

When you begin your attack on the altar, some of the nearby enemy troops **2** move south. Move your remaining hero to a safe position, and engage the enemies just north of your starting location. While this battle rages, bring your Equites (and whatever other troops you sent to the first altar) back to your starting position.

Your next target is the altar north of Chirchester **A2**. Send a couple of troops to deal with the Atrebates troops east of the village **3** to clear the way for your fast troops to reach the altar (see figure 15-3). Attack the altar as before, keeping your eyes open for attacks from the enemy troops southwest of your position **5**. As before, destroying the altar neutralizes the threat of any remaining enemies associated with the altar (**3** and **5** in this case).



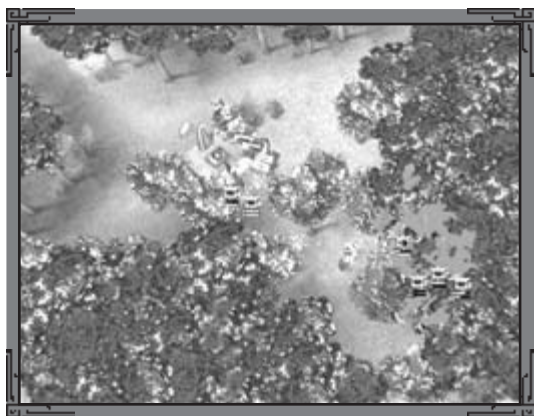


Fig. 15-3. Keep the troops east of Chirchester occupied while your fastest troops attack the altar north of the village.

TIP

Many of the enemy troops in the vicinity of Chirchester move to assist their friends as soon as you attack the enemies east of the village. If you end up killing most of the Atrebates in your effort to destroy the altar, forget about the altar and capture Chirchester instead. You can use the village to generate more troops.

As you are attacking the altar at Chirchester, a group of Catuvellauni troops **4** move south toward your starting position. Make sure you have sufficient troops in that area to intercept them when they arrive.

The only remaining enemies on your side of the river are the Trinovantes, who are clustered around Camulodumun **V3**. Destroying the altar here **A3** is a bit more challenging. Not only are there Bowmen hiding in the trees around the altar itself **6** and **7**, but the defensive tower at the village **8** has enough range to pelt your troops with arrows while they attempt to take out the altar.

As it turns out, it is advantageous to take control of at least one enemy village in the mission, and Camulodumun is the best of the bunch because a ford leads across the river directly south of Verulanium. Move the bulk of your army up the main road and prepare to engage the village, leaving a few troops behind to defend your encampment **R**. Order your Auxiliary Archers and/or Bowmen to attack the defensive tower and then the village garrison while your

other troops take on the mobile enemies (see figure 15-4). Take out the remaining troops near the village **6** and **7** to keep them from surprising you later.



Fig. 15-4. Because its altar is so well protected, you might as well attack Camulodumun directly.

When the village siege is nearly complete, order your second hero (the one who's not inside the

Roman encampment) to Camulodumun to take over the village after you build your new garrison. Set the rally point for the Roman encampment to an area near the ford at Camulodumun, and start pumping out troops at your new village in preparation for the final battle.



When you begin your siege on Camulodumun, enemy troops from the opposite side of the river **9** move south to attack the Roman encampment **R**. Leave some troops behind to cover this position and protect your heroes.

THE DEFEAT OF CASSIVELLAUNUS

Your final objective is to defeat Cassivellaunus, who is hiding out near Verulanium **V4**, in the map's northern corner. Many of the enemies in this area have already crossed the river and (ideally) been defeated by your troops over the course of the mission so far, but a sizeable force **10** still protects Verulanium.

Rebuild your forces at both the Roman encampment and at Camulodumun. Concentrate on troops that can move through shallow water so that your army can take the most direct route north. When you're ready, move your force across the river and engage the enemy troops guarding Verulanium. Reserve one or more cavalry troops (German Cavalry if you have them) to do an end run around the main battle and attack Cassivellaunus at the village (see figure 15-5). If you time your flanking action correctly, the defending troops never see you coming. Stick with these attackers and pursue Cassivellaunus wherever he goes (he'll try to run away).

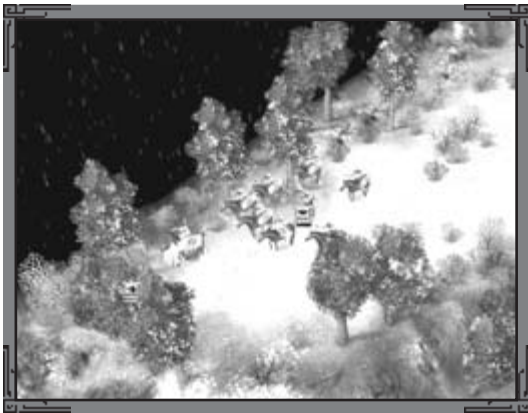


Fig. 15-5. While your main force attacks Verulanium's defenders, send in your cavalry to take out Cassivellaunus.



A group of enemy War Chariots hides west of the village **11**. Keep an eye out for them and assign a couple of strong troops to take out the War Chariots when they join the battle.

You don't have to defeat all of the enemy troops to complete your mission. As soon as you kill Cassivellaunus, the mission ends successfully.





CHAPTER 16

COLD TREASON

Near the city of Namur, Belgian Kingdom of the Nervii,
January 19th, year 52 B.C.

MISSION BRIEFING

The conquest and pacification of the Gauls has turned out to be but an illusion. In the beginning of 52 B.C., a rebellion commences that will endanger all that has been achieved so far.

Ambiorix, the chief of the Gallic tribe of the Eburones, has gathered his warriors and started to attack legions that are isolated and billeted for the winter. Your mission is to spoil his plans.

The legions under the command of Cota and Sabinus were treacherously annihilated by the Belgian tribe of the Eburones.

Then, Ambiorix its chief, tried to repeat his trick with the IX Legion. But Quintus Cicero, Caesar's legate in command, did not believe his lies, and entrenched himself and his men in their encampment. The Eburones, and their Treviri and Nervii allies, have besieged him since.

The situation of the IX Legion is desperate, hurry up! You must meet with Quintus Cicero and break the siege. It has been a couple of days since we received this news. The siege, however, has been raging for two weeks now, and we fear the worst.

OBJECTIVES

1. Relieve the siege
2. Quintus Tullius Cicero must survive
3. Titus Labienus must survive
4. Defend the fortress
5. Conquer or destroy at least two enemy villages

Table 16-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Archer Cavalry	2	2	2
Equites	3	3	3
German Cavalry	2	2	2
Centurion (Titus Labienus)	1	1	1
Messengers	2	2	2
Physician	1	1	1



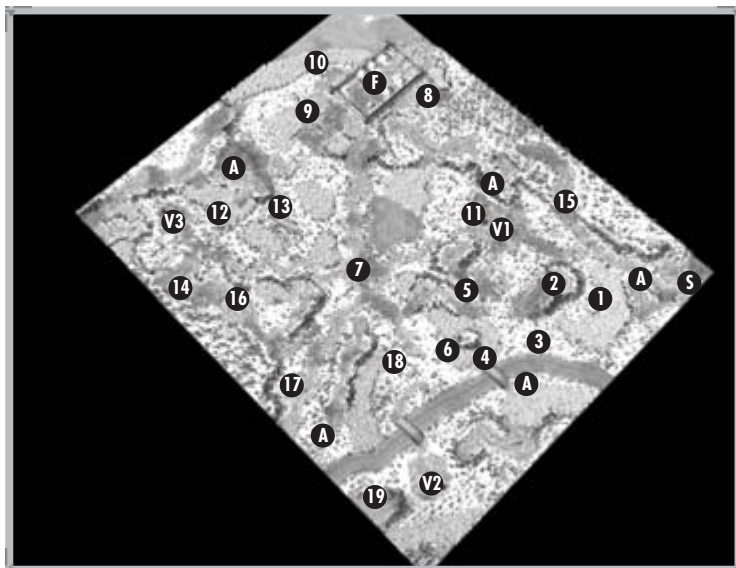


Fig. 16-1. Cold Treason map

Map Key

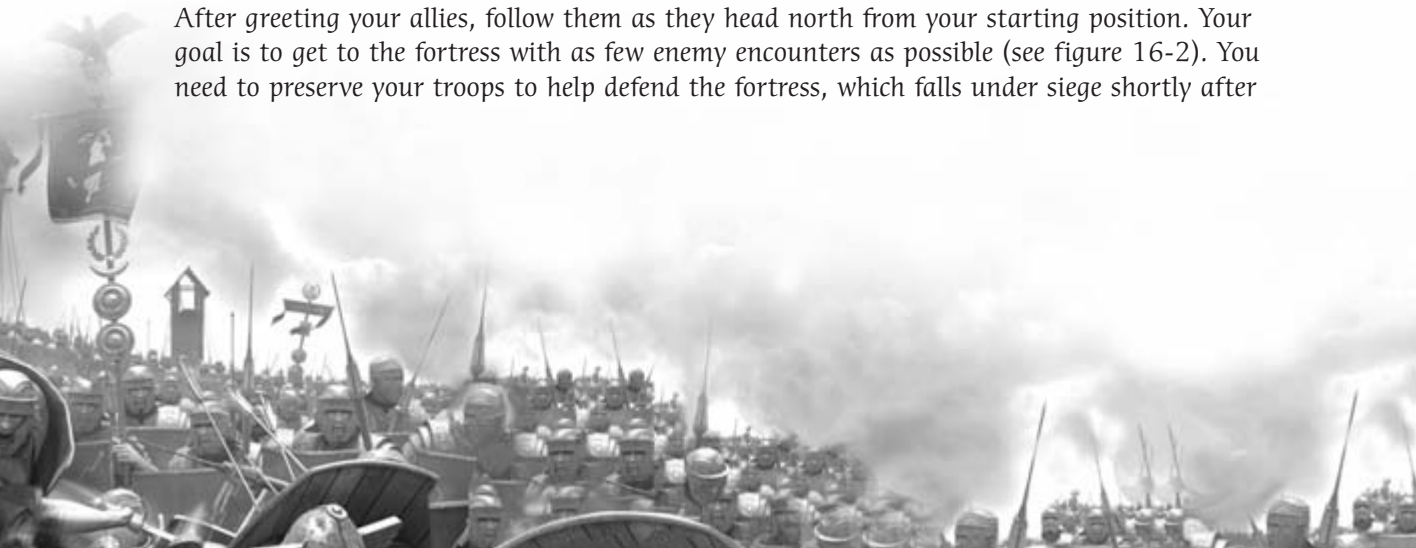
- S** Your Starting Position
- A** Allied Troops
- F** Fortress (Cicero's Encampment)
- V1** Basilia
- V2** Ariola
- V3** Nastum
- 1-19** Enemy Troop Starting Positions



THE TREK TO THE FORTRESS

Your troops are rather scarce at the start of the battle, but luckily, potential allies are in the fortress **F** and scattered around the map **A**. First send one of your Messengers to contact the nearest allies, who are waiting on the high ground just southwest of your starting position.

After greeting your allies, follow them as they head north from your starting position. Your goal is to get to the fortress with as few enemy encounters as possible (see figure 16-2). You need to preserve your troops to help defend the fortress, which falls under siege shortly after



the mission begins. Bring your hero (Titus Labienus) along, but keep him clear of any combat that ensues en route.



Fig. 16-2. Follow your allies. They lead you to the fortress along the safest route available.

You encounter several small pockets of resistance along your allies' route. First, you get caught in a crossfire between enemy Bowmen on a hill **1** and the enemies hiding in the woods below **2**. Send one or two troops to attack the troops in the woods, and move the rest of your army forward out of the Bowmen's range. Don't attack the Bowmen or you will incur the wrath of the troops stationed just south of Basilia **VI**.

After you run this gauntlet, you encounter another enemy group to the southwest **3** and more troops north of the bridge **4**, **5**, and **6**. Dispatch them and continue following your guides.

If you stick close to your guides, the biggest encounter you have to deal with on the way to the fortress is at the crossroads near the center of the map **7**, where several enemy troops converge on your army (see figure 16-3). You can dispatch these enemies with little trouble if you've kept your losses to a minimum thus far.

Fig. 16-3. If you follow your guides, the most intense enemy encounter on the way to the fortress takes place at the crossroads.

By this time, the road from the crossroads to the fortress should be clear. There's no need to



NOTE

On the way to the fortress, your allies defend themselves when attacked, but they are not under your control.

follow your allies now. Take the northbound road from the crossroads to the fortress as quickly as you can.

DEFENDING THE FORTRESS

NOTE

For detailed tips on how to defend a fortress during a siege, see Chapter 2.

As you approach the fortress, Cicero greets you, and his troops inside the fortress become yours to command. Rally your original troops and your new men to rout the remaining enemies who are attacking the fortress (see figure 16-4).

Fig. 16-4. Rally your troops to defend the fortress as soon as you arrive.

Watch for enemy reinforcements from all sides **8 - 13**. The number of enemies remaining in this area depends on how many enemy troops Cicero's army was able to dispatch during your trek north. Watch the mini-map for enemy movement at all times, and keep both Cicero and Titus out of the fray. Start building some reinforcements of your own in the fortress as soon as you take control.



CAUTION

Cicero's fortress has gates on two sides—the front (southwest) side and the back (northeast) side. Don't neglect your defenses at the back gate while concentrating on the battle out front.

The siege on the fortress is long and intense, but it thins out the enemy forces considerably. When the attack finally peters out, most of the remaining enemies are stationed near the three villages: **V1**, **V2**, and **V3**.

SACKING NASTUM

Once the fortress is secure, your next objective is to capture two of the three enemy villages. Because most of the enemy troops to the east joined in the attack on the fortress or were routed by your allies in that area, the way to Nastum **V3** should be relatively clear.



CAUTION

The attack on the fortress never really ends—there are simply lulls in the fighting. Never leave the fortress undefended, or you will lose your heroes and fail the mission.

When you've sufficiently rebuilt your troops, send a sizeable force toward Nastum. Take out any small pockets of resistance you encounter along the way **13**, and move into the village from the east.

Unless you are extremely low on troops, don't bother trying to take control (see figure 16-5). Enter the village from the north. Order your ranged attackers to open fire on the village itself while the remainder of your forces deal with the inevitable enemy resistance **14**.

Fig. 16-5. Unless you are desperate for a new source of troops, don't bother capturing the enemy villages in this mission.



CAUTION

Nastum is an active village, so don't be surprised if additional enemy troops come marching out while you're attacking. Take out the village Chieftain if you see him—he can produce troops even while the village is in flames.



SACKING BASILIA

After you burn Nastum to the ground (or take control of it), bring your remaining troops back to the fortress. During your siege on the village, additional troops from the south **11**



launch attacks on the fortress. Concentrate on taking out these enemies before considering your next move (see figure 16-6).



Fig. 16-6. While you attack Nastum, enemy troops from the south launch another offensive on your fortress.

The assault from the south works in your favor: afterward, the enemy troops between you and Basilia 11 have thinned considerably. Muster your troops (go heavy on the Auxiliary Archers and Archer Cavalry) and move south—but not directly toward the village! First go to the group of allied troops A southeast of the fortress. They revert to your control as soon as you approach, adding to your attack force.

The hill where your allies are stationed overlooks Basilia. Move all of your Auxiliary Archers and Archer Cavalry to the southernmost point of the high ground and open fire on the village (see figure 16-7).

Fig. 16-7. Attack Basilia from the hill to the north to avoid enemy encounters.

Use all of your remaining troops to form a protective ring around the archers. The enemies defending Basilia move in from the forest to the east 15 and from the village itself. Do whatever it takes to keep the attackers away from your ranged attackers while they finish off the village.

You don't have to kill all of the enemies on the map to achieve victory. As soon as two villages are captured or destroyed, you complete the mission.





CHAPTER 17

WHEN ALL HELL BREAKS LOOSE

Fortress city of Carphae, Mesopotamia, Parthian Kingdom,
May 9th, year 52 B.C.

MISSION BRIEFING

The year is 52 B.C. and Crassus has commenced his invasion of Parthia. Ignoring his advisers, he has chosen the worst possible route: a straight line to Seleucia, the Parthian capital, over the Mesopotamian plains.

The legions, unprotected and without support, have been decimated by Parthian archers. Your mission consists of trying to save what you can of Crassus's army.

We have no hope: the archer Parthian cavalry has decimated our ranks, and our own lack of cavalry prevents us from counterattacking.

The troops have regrouped at Carrhae, but our general Crassus and his son Publius have been left stranded from the army's main body while they tried to negotiate with the Parthians.

Defend yourself the best you can at Carrhae while we wait for news. In your hands lies the chance to save what remains of our army.

OBJECTIVES

1. Defend yourself!
2. Gaius Cassius Longinus must survive
3. Meet with Crassus at Edessa
4. Meet with Publius at Charax
5. Bring Cassius and Crassus to the boats
6. Destroy the Catapults blocking the port

Table 17-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2*	2*	1*
Auxiliary Infantry	4*	4*	4*
Equites	3*	3*	2*
Legionaries	2*	2*	1*
Spearmen	1*	1*	1*
Centurion	1	1	1
Centurion (Gaius Cassius Longinus)	1	1	1
Messengers	1	1	1
Hawk Scout	1	1	1

* Some or all at partial strength

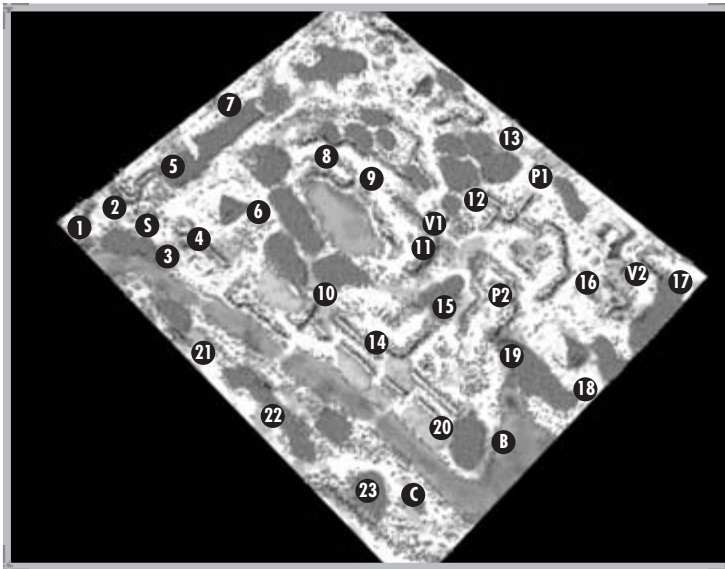


Fig. 17-1. When All Hell Breaks Loose map

Map Key

- S** Your Starting Position (Carrhae)
- V1** Edessa (Marcus Licinius Crassus)
- V2** Charax (Publius Licinius Crassus)
- P1** Parthian Village
- P2** Parthian Village
- 1-23** Enemy Troop Starting Positions
- B** Boat Dock
- C** Enemy Catapults

MAD RUSH TO EDESSA

The first mission objective is “defend yourself.” Well, forget about that! If you stand around trying to defend Carrhae, you waste valuable time. When the mission starts, leave a couple of troops on your northern flank to deal with the first wave of enemy attackers **1**, and send the rest of your troops west toward Edessa **V1** (see figure 17-2). You encounter lots of enemy resistance along the way **4** – **9**, but you must break through it quickly. Shield your hero (Gaius) from harm as you run the gauntlet.





Fig. 17-2. Carrhae is a lost cause. Pull up stakes immediately and take off toward Edessa.

EDESSA

When you reach Edessa, Marcus informs you that you must head for the boats—but only after meeting with Publius at Charax **V2**. After Marcus delivers this message, he and his troops at Edessa are yours to command.

Keeping both Marcus and Gaius well protected, select all of your troops and make a beeline toward Charax (see figure 17-3). Take the most direct route, staying north of the southern Parthian village **P2**. Enemy troops are moving in from the north and south **11** and **12**, so move quickly.

Fig. 17-3. Keep moving! Grab your new troops and Marcus at Edessa and immediately take off for Charax.



The tactics here are the same as those during your flight from Carrhae—keep the heroes safe and don't stop to fight unless you have to. You don't have enough troops to stand and fight, so flight is your only option.

MAKING A STAND AT CHARAX

As your troops approach Charax, Publius is killed by enemy troops. There's nothing you can do to prevent this, so don't worry about it. After Publius's death, the troops at Charax join your army.

Despite the fact that Marcus wants to take off for the boats immediately, you have no choice but to make a stand and build up your army. Send a generic Centurion into Charax and start building troops. Build a good mix of troops—you need good defenders (to keep the heroes safe), as well as effective attackers who can move through shallow water and take on opponents in wooded areas.

Your most immediate threat when you reach Charax is a huge enemy force that is moving up from the south (15, 19, and the troops near the southern Parthian village). Array your defenders around the village perimeter to handle this threat (see figure 17-4). Put a troop of Auxiliary Archers in the defensive tower next to the garrison to provide cover fire during the battle.



Fig. 17-4. Prepare for a huge enemy onslaught from the south shortly after you reach Charax.

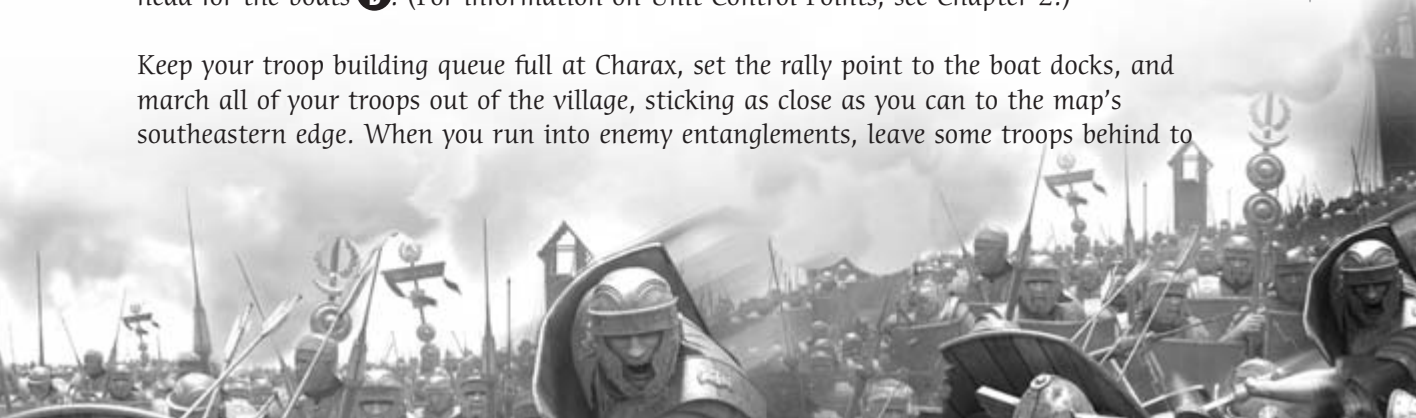
TIP

There might be some enemies—including a Catapult or two—in the hills east of Charax 17. Send a troop up to investigate the area and deal with any enemy troops and siege machines.

TO THE BOATS!

Build up your army as much as you possibly can before heading for the boats, but be aware that enemy troops from all over the map north of the river are mobilizing toward Charax. The longer you stay, the more enemy attacks you have to fend off. The Unit Control Point (UCP) level is fairly low in this mission. When you reach the maximum, mobilize your troops and head for the boats B. (For information on Unit Control Points, see Chapter 2.)

Keep your troop building queue full at Charax, set the rally point to the boat docks, and march all of your troops out of the village, sticking as close as you can to the map's southeastern edge. When you run into enemy entanglements, leave some troops behind to



cover your escape. Continue toward the boats with your heroes (Gaius and Marcus) and all of the troops you can keep out of the fray.

When you get to the boat dock, you find that siege machines block the exit from the harbor. You must now destroy the enemy catapults **C** to complete the mission.

To attack the enemy Catapults, you need troops that can cross water, troops that can fight hand-to-hand, and troops that can enter the woods to take out attackers. The ideal attack force consists of one or more of each of the following troops:

- ◆ Equites or Spearmen
- ◆ Auxiliary Archers
- ◆ Auxiliary Infantry

In addition to your attack force, you need a couple of good defensive troops to guard your heroes at the boat docks.

When all of your remaining troops have reached the docks, assess your situation (see figure 17-5). If your troops can't cut it, you need to build more. Unfortunately, the village populations don't increase over time in this mission, so if Charax is used up, you need to capture another village.



Fig. 17-5. If the troops that make it through to the docks aren't enough to proceed, capture another village and rebuild your army.



CAPTURING THE SOUTHERN VILLAGE

NOTE

If you made it through to the boat dock with a sizeable and diverse fighting force, you can forgo capturing the Parthian village and proceed with your mission of destroying the enemy Catapults.

If you need to capture a village, the southern Parthian village **P2** should be fairly free of defenders—they're the enemy troops you fought on your way to the boat dock (see figure 17-6).

Fig. 17-6. The southern Parthian village should be easy to capture after your flight to the boats.

Leave several troops behind to guard your heroes at the docks, and send everyone else north to the Parthian village. Capture the village in the usual manner, and install a Centurion. (If the Centurion at Charax is still alive, use him.) Start building troops immediately, and set the village's rally point at the boat docks. In preparation for the final assault, move all of your troops to that location after the village is captured.



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DESTROYING THE ENEMY CATAPULTS

The enemy Catapults are in the map's southern corner **C**, along the high ground on the opposite side of the river. You cannot attack the siege engines from the north shore, so send troops across the river to take them out.

CAUTION

Leave plenty of troops behind at the boat docks to guard your heroes while you're attacking the Catapults.



Muster an attack force (comprising the troops mentioned earlier, or a similar assortment), and head southeast to the river. By this time, most enemy troops have moved out of this region (the ones that started the mission at point 20, for example), so you shouldn't encounter any resistance on your side of the river.

Follow the riverbank to the first ford, just past the tall grass, and cross the river (see figure 17-7). Enemy troops are on the other side 22, both in the forest and on the road. Send your melee troops in to handle them while your ranged attackers provide cover fire from a safe distance.



Fig. 17-7. Cross the river at the southern ford and engage the enemy on the other side.

You cannot reach the Catapults from here (the hill they're on isn't accessible at this point), so follow the river west, dealing with all enemies along the way, until you reach the head of the trail leading to the hill 21. Follow the map's southwestern edge south, once again taking out all of the enemies you meet there.



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When you spot the Catapults, attack without hesitation. Split up your troops and attack multiple Catapults simultaneously so that one isn't pelting you while you destroy another (see figure 17-8). Send your forest-worthy troops into the trees 23 to deal with the enemies there before they can ambush you.

Fig. 17-8. Simultaneously attack as many Catapults as you can to avoid taking fire from the siege engines.

As you are destroying the final Catapult, Marcus drops dead back at the boat dock. (Don't worry—there's no way you can prevent it.) After this cutscene, the final Catapult collapses and victory is yours.





CHAPTER 18

HIE WHO DARES...

The Cevennes Mountains, Gaul Kingdom of the Avernii,
February 2nd, year 52 B.C.

MISSION BRIEFING

A great leader has arisen from among the Gauls to fight Rome: Vercingetorix. He has managed to unite what was never before united and all of the Gallic tribes are now marching together against Caesar and Rome.

Rather than defending himself, Julius Caesar launches an attack, hitting, as always, where it hurts the most: at the country of the Avernii, the homeland of Vercingetorix.

Very well, Tribune, we are here to do exactly one thing: to raze the country of the Avernii, Vercingetorix's home country.

We have to cross the Cevennes Mountains and capture or destroy the cities of Lucan, Ursoli, and Ilanna. Lots of Gallic warriors are hidden in the forests and on the snowy peaks, so move with care.

To the north of our position are the legions that have marched from Belgium. Meet with them as soon as you can.

Additionally, we have news that Gobannitio, an Avernii chief, wants to parley with us. If you are able to, contact him and find out what he is up to.

OBJECTIVES

1. Capture or destroy Ilanna
2. Capture or destroy Ursoli
3. Titus Labienus must survive
4. Caius Crastinus must survive

Table 18-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	1
Equites	2	2	2
Legionaries	3	2	2
Spearmen	2	2	2
Centurion (Titus Labienus)	1	1	1
Physician	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1



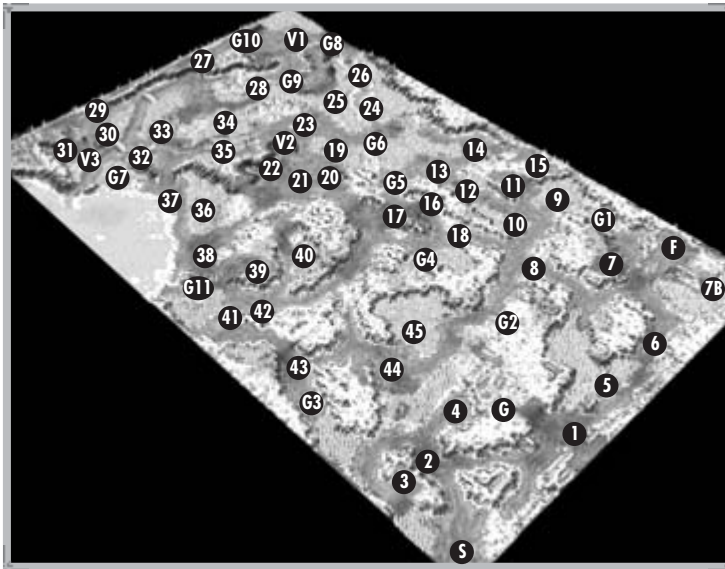


Fig. 18-1. He Who Dares map

Map Key

- S** Your Starting Position
- G** Gobannitio
- G1-G11** Gobannitio's Troops
- F** Friendly Reinforcements
- V1** Lucan
- V2** Ilanna
- V3** Ursoli
- 1-45** Enemy Troop Starting Positions

MEETING GOBANNITIO

There are far too many enemies in this mission for you to go it alone. Luckily Gobannitio, the leader of the tribe operating out of Lucan, is an ally. Your first task is to meet with him and join forces.

Leaving your hero (Titus Labienus) at your starting position, send several troops along the most direct route (northeast along the edge of the map and then northwest) to Gobannitio's position **G**. With several enemy troops on patrol at **1** and **2**, you are likely to encounter some resistance along the way. When you reach Gobannitio, he and his men join your army (see figure 18-2).

Fig. 18-2. Gobannitio and his troops join your army when you make contact with them.



TIP

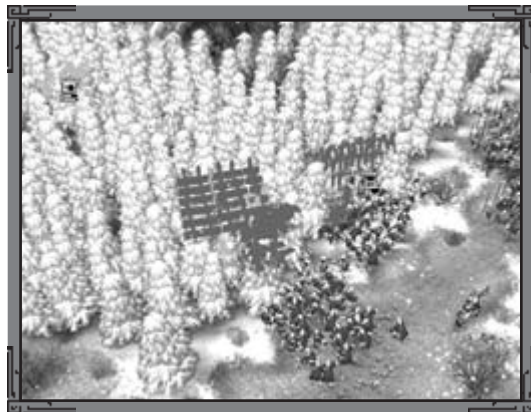
Keep Gobannitio away from the fighting throughout the mission. You need to keep him alive to recruit his people as reinforcements along the way and to take the village of Lucan peacefully. If Gobannitio dies, the mission is much more difficult to complete.

After meeting with Gobannitio, take out any remaining enemies in the area **1**. Move all of your troops (including your hero) to the base of the hill below Gobannitio's position in preparation for the next leg of your journey.

REINFORCEMENTS

Your next task is to rendezvous with the friendly reinforcements northeast of your position **f**. Follow the road along the southeast edge of the map. The first pocket of enemy resistance you encounter is patrolling the forest north of the road **5**, and a group of enemies rove along the road itself **6**. Deal with these enemies and continue northeast (see figure 18-3).

Fig. 18-3. Expect enemy resistance from the forest as you march toward your reinforcements.



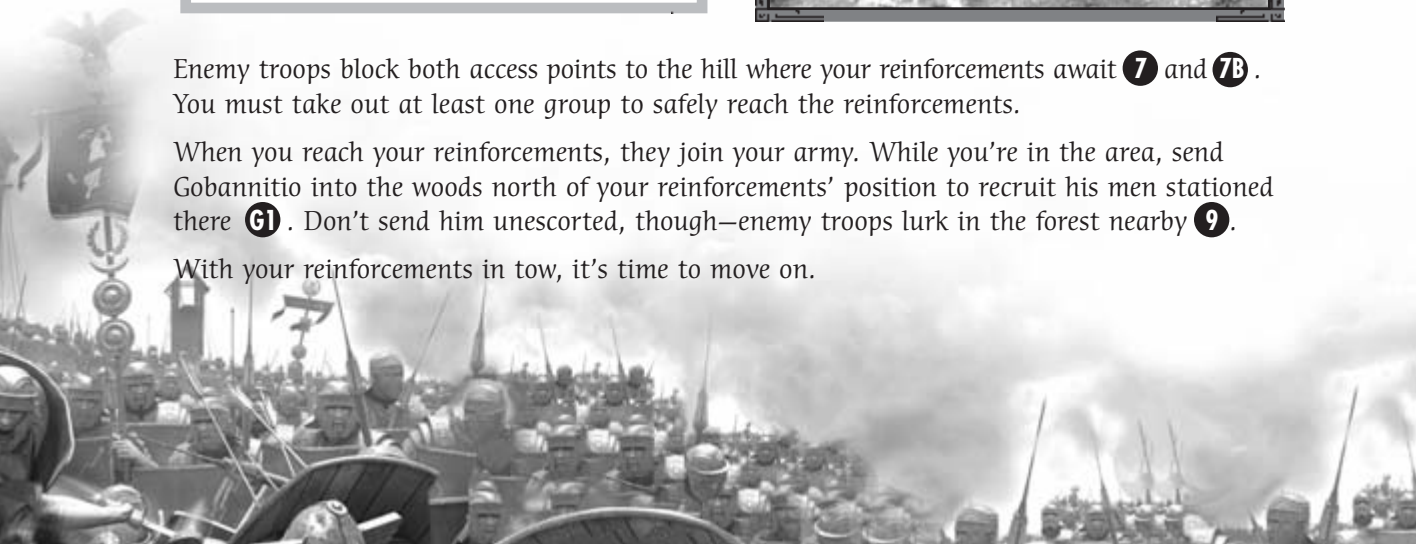
CAUTION

Several enemy troops patrol the road west of the your reinforcements **8**. If you stray too far in that direction on your way to meet your reinforcements, they will spot you and attack.

Enemy troops block both access points to the hill where your reinforcements await **7** and **7B**. You must take out at least one group to safely reach the reinforcements.

When you reach your reinforcements, they join your army. While you're in the area, send Gobannitio into the woods north of your reinforcements' position to recruit his men stationed there **G1**. Don't send him unescorted, though—enemy troops lurk in the forest nearby **9**.

With your reinforcements in tow, it's time to move on.



ON TO LUCAN

Your next destination is Lucan, Gobannitio's village **VI**. Because some of your troops cannot pass through the forest, you must take the road. Head northwest along the road and deal with the enemies there **8**, and then turn north and deal with the enemies in the forest **9** and **10** and on the hill to the northwest **11**. The enemies patrolling the road leading northwest from this area **12** might spot you and attack, offering fairly heavy resistance. Even if they don't spot you initially, they will when you proceed up the road.

After the road is clear, continue northwest into the clearing and deal with the enemies there **13**. As you move in, keep an eye on the road leading northeast from the clearing. There, enemies set up a Ballista to pummel your troops from afar as you fight in the clearing. Send some troops northeast to deal with both the Ballista and the enemies stationed in the defensive tower (see figure 18-4). If the enemies on the hill nearby **15** spot you, deal with them as well. Otherwise, leave them alone.

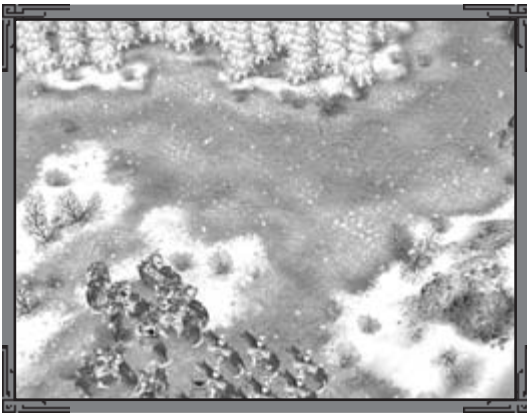


Fig. 18-4. When you enter the clearing **13**, send some troops northeast to deal with the siege engine and the other enemies stationed there.

Contact Gobannitio's men **G5** and move directly north between the two stands of forest. Contact Gobannitio's troops in the next clearing **G6**. Stay as far east as possible. If the Bowmen in the trees to the west **19** spot you, they attack immediately. If you engage them, you risk a bloody engagement with all of the troops surrounding Ilanna **20–23**. You aren't ready for this confrontation yet.

Instead of engaging the Bowmen, continue north along the road. Take out the enemies along the way **24–26** and enter the village **VI**. When Gobannitio enters the area, the village is "captured." Send Gobannitio around to all of his troops in the area **G8–G11** to induce them to join your ranks.

NOTE

Shortly after you enter Lucan, all of Gobannitio's men that you have not yet contacted march to the village. Keep Gobannitio in Lucan so that his men automatically join your ranks as they arrive in the village.

DESTROYING URSOLI

With Lucan now under your control, it's time to capture or destroy Ilanna **V2** and Ursoli **V3**. A lot of enemies remain on the map, so start building new troops at Lucan. Place several troops at each of the three entry points to the village (making use of the existing defensive towers and the high ground), and muster a sizeable attack force. As always, keep your heroes (especially Titus and Caius) in the village for safekeeping.

Your first target is Ursoli, the lesser protected of the two villages. March southwest on the high road (along the northwestern edge of the map). You encounter two pockets of enemy resistance along this path, one close to Lucan **27** and one on the slopes leading down to Ursoli **29**. Depending on how quickly you arrive, the enemies near Ursoli might have a defensive tower and/or siege engines in place, so be ready for any contingency (see figure 18-5).

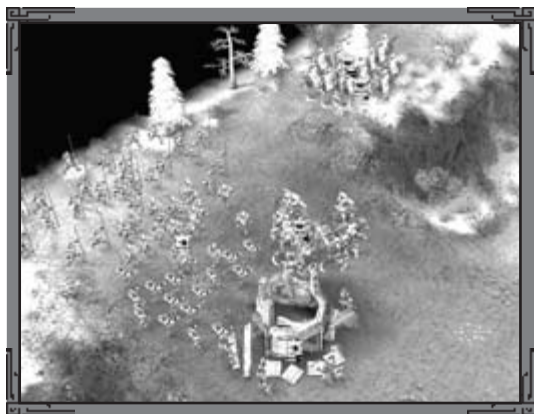


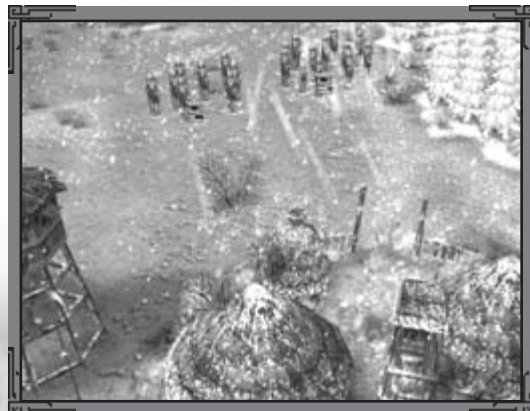
Fig. 18-5. If you take too long to reach Ursoli, your enemies have time to fortify their position with defensive towers and siege engines.

Expect all of the enemies in the vicinity of Ursoli **30-37** to join in the battle as soon as you engage the group north of the village. Send in reinforcements from Lucan as needed to press the attack. As soon as you can, order your ranged attackers to open fire on the village. If the battle is going well and you don't anticipate the need for more troops, destroy Ursoli rather than attempting to capture it (see figure 18-6).

Fig. 18-6. If you can live without the extra troops, you're better off destroying Ursoli than capturing it.

TIP

Don't let your siege on Ursoli distract you from the defense of Lucan. You can expect one or more enemy attacks on Gobannitio's village while you're off fighting elsewhere. Make sure you leave plenty of troops behind to guard the village in your absence.



ON TO ILANNA

After Ursoli falls, most of the enemy troops south of Ilanna **V2** move north to prepare an attack on Lucan. The main attack forces gather on the roads south and southeast of the village at **G9** and **G8**. Prepare your defenses at these locations—the attack forces are massive (see figure 18-7). Additional enemy forces might move in from the west as well, but your attack force will handle them on the way out.



Fig. 18-7. Prepare for a massive attack on Lucan from the south and southeast after you capture or destroy the first enemy village.

TIP

Keep your defensive troops at Lucan close to the defensive towers. Often, if the enemy troops don't see you, they won't attack.

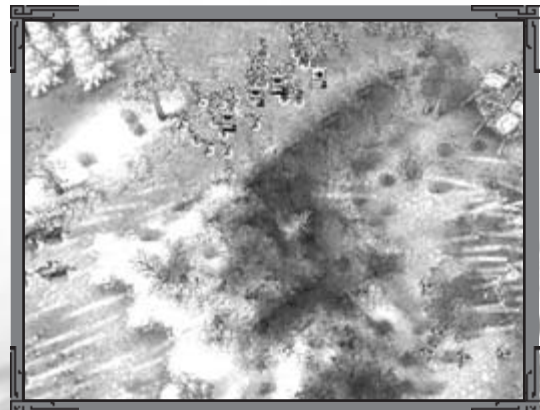
force and prepare to take Ilanna **V2**. Send your attackers along the northwest edge (the same road you used when you marched on Ursoli), dealing with any enemies you encounter along the way. Cross the western bridge and move in toward Ilanna from the west. Most of the enemy resistance in this area **32-35** has moved toward Lucan by now, so the path to the village should be relatively clear.

When you reach Ilanna, have your ranged attackers open fire on the village from the hill above, while your other troops engage the enemy in the village proper (see figure 18-8). Target the village rather than the garrison. Keep an eye out for the enemy Bowmen at the base of the hill **22**.

Fig. 18-8. Open fire on Ilanna from the high ground to the west while the rest of your troops keep the enemy occupied.

Now, it is only a matter of time before you are successful. Monitor your attack group's progress at Ilanna, but also keep an eye on Lucan—if Lucan falls and/or your heroes are killed, you will fail to complete the mission.

Assuming Lucan is still in your possession, the mission is complete when you destroy Ilanna.





CHAPTER 19

HOME COMING

Near Antioch, Roman Province of Syria, February 21st, year 52 B.C.

MISSION BRIEFING

After the great defeat in Carrhae, barely one fourth of Crassus's army has managed to escape. The survivors are regrouping under Gaius Cassius Longinus's command, and trying to reach the Mediterranean coast.

In this mission, you must help Cassius get safely to Antioch, Syria's capital, to organize the defense of the province.

After months of fighting thirst, hunger, and dust, at last we are close to our goal: Antioch, the capital of the Roman province of Syria. A home in the middle of this wasted land forgotten by the gods.

You have to lead Cassius Longinus and what is left of Crassus's army to the city so he can organize the defense of the province. Our way is barred by the Nabatean Arabs, who are looking for an opening into our rich provinces in Asia Minor.

What the...?

Damn! The Parthian cavalry is upon us! Hurry! Run for the city or we are all doomed!

OBJECTIVES

1. Escort Cassius Longinus to Antioch
2. Gaius Cassius Longinus must survive
3. Expel the Nabatean and Parthian invaders

Table 19-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2*	2*	1*
Auxiliary Infantry	1*	1*	1*
Legionaries	3*	3*	2*
Centurion (Cassius Longinus)	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1

* All at partial strength



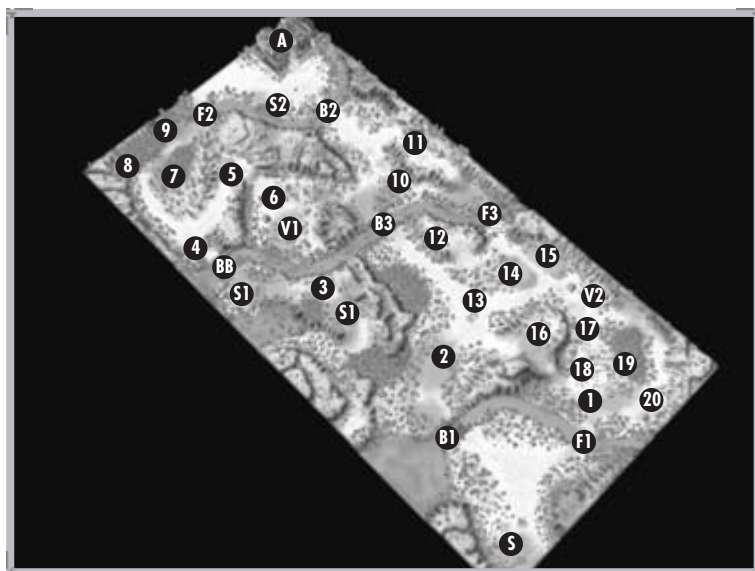


Fig. 19-1. Homecoming map

Map Key

- S** Your Starting Position
- B1-B3** Bridges
- BB** Broken Bridge
- F1-F3** Fords
- A** Antioch
- S1-S2** Syrian Allies
- V1** Chalcis
- V2** Batuae
- 1-20** Enemy Troop Starting Positions

RUN AWAY!



Your briefing says to run for the city, and that's exactly what you need to do! As soon as the mission starts, select all of your troops and run across the bridge northwest of your starting position **B1**. When you get across, stay as far south as you can and continue running into the forest, making a beeline for your Syrian allies on the other side **S1** (see figure 19-2). Don't stray too far north before you enter the forest—you're trying to avoid the enemy troops to the north **2**. If they come after you, don't stop to fight. (If the enemy intercepts you before you get to the forest, leave one of your Legionary troops behind to cover your escape.) Get into the trees as fast as you can.

Fig. 19-2. Cross the bridge to the northwest and run into the forest on the other side as soon as the mission starts.



**CAUTION**

If you don't cross the bridge immediately, the enemy cavalry troops to the north ❶ cross the ford ❶ and head directly for the bridge. You don't have enough troops to fight them at this point, so avoid confrontation at all costs.

When you reach the other side of the forest, you find your Syrian allies engaged in combat with a group of enemies ❸. Assist them in their fight. As soon as the enemies are routed, all of the Syrians in the area are yours to command.

GETTING CASSIUS TO ANTIOCH

Assign some Archers (Camel or Auxiliary) and a troop of Legionaries to cover the forest to the east—enemy troops attempt to overrun your position after your initial battle at the side of your Syrian allies. Meanwhile, order your Auxiliary Infantry to rebuild the broken bridge ❷.

Have several troops standing by to cross the bridge as soon as it is complete. There are enemies stationed just across the bridge ❹ and many more on the hill to the north ❺. Use your ranged attackers to engage the enemies near the bridge while your other troops cross and deal with the enemies on the hill. Keep the battle as far south as possible. If you climb the hill, additional enemy reinforcements might arrive from the village below ❻. As always, place your hero (Cassius) in the rear to keep him safe.

**CAUTION**

Keep an eye on the troops guarding the forest and make sure they stay on your side. If they cross to the other side of the forest in pursuit of an enemy troop, the troops stationed to the east ❷ will wipe your troops out.

When the path is clear, follow the road northeast. Your next encounter is an ambush from the forest on both sides of the road ❷ and ❸. Send your Legionaries ahead to deal with these enemies while your ranged attackers lay down cover fire (see figure 19-3). Within moments, the enemy cavalry farther down the road ❹ joins in the fray.

Fig. 19-3. Meet the enemy ambush head-on when traversing the road to Antioch.



While your troops are fighting, send Cassius through the woods and across the ford into Antioch, setting a course that is well clear of the battle. When Cassius reaches the city, the Syrian troops there **S2** join your army.

CAPTURING CHALCIS

When all enemies are cleared from the road to Antioch, send your initial troops (*not* the troops in Antioch) back to the hill overlooking Chalcis. Capturing this village is very important in this mission, and your attack begins here. Set up your Auxiliary and Camel Archers on the point closest to the village and start bombarding the garrison. Meanwhile, array your other troops north of your ranged attackers to waylay any troops that might arrive from the village (see figure 19-4).



Fig. 19-4. Start your siege of Chalcis from the hill west of the village.

After you take out the garrison, send an Auxiliary Infantry troop to build a new one. Meanwhile, have your ranged attackers lay down cover fire from the hill while your other troops engage the enemies guarding the village. (Bring in some reinforcements from Antioch if you need them—but use the road to the west rather than the bridge **B2**.)

Confine your battle to the village clearing. If you stray too far east, you attract the attention of the enemy troops stationed there **7**. When the village is clear of enemies, post troops at all points of ingress to prevent enemies from getting through.

TIP

If you can spare the Auxiliary Archers, take a minute to destroy the bridge you built **BB** while you're in the process of taking Chalcis. By doing so, you cut off one of the enemy's paths across the river, making your position more secure.

When you take control of the village, immediately start building new troops. Take your time—as long as you don't send any troops out of Antioch or the Chalcis village clearing, your enemies won't make any moves against you.

CLEARING THE NORTH SHORE

Two large contingents of Parthian troops await east of Chalcis ❶ and ❷. These enemies block your access to the south side of the river and, thus, must be eliminated for you to continue. After you've built up your army at Chalcis, strike these enemies from two directions. Send the troops in Antioch to take out the enemy troops on the hill ❸ while the troops from Chalcis hit the enemies in the lowlands ❶ (see figure 19-5).

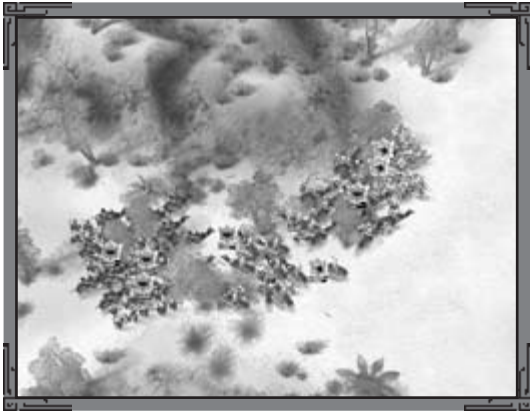


Fig. 19-5. A two-pronged strike from Antioch in the north and Chalcis in the south makes quick work of the remaining enemies north of the river.

When the north shore is free of enemies, gather your troops on the north side of the main bridge ❸ and prepare to take the battle south.

TIP

Nubian Archers are on the other side of the river. Bring along at least one Physician to heal the poison effects of the enemies' arrows.

THE DESTRUCTION OF BATUAE

The first enemies you have to deal with on the river's south side are stationed on the high ground adjacent to the bridge ❶. Send several fast troops to deal with them. (War Chariots are ideal because they ignore any other enemy troops that might interfere.)

When the enemies on the hill are engaged, send the rest of your troops across to take on the enemies beyond ❷. Expect enemy reinforcements from the east ❸ and ❹. Among these troops are a number of Nubian Archers. Take out these enemies as quickly as you can to avoid widespread poisoning of your troops (see figure 19-6).





Fig. 19-6. When the Nubian Archers move in from the grasslands to the east, target and eliminate them quickly or suffer the poisonous consequences.

When the area is clear, move eastward and deal with any remaining troops in the grasslands northwest of Batuae **14** and **15**. Expect the battle to be joined by most of the enemy forces in the area **16–18**. Split up your troops—leave the

bulk of them in the lowlands to face the threat there and send the others up the hill to deal with the enemies on the high ground **16**.

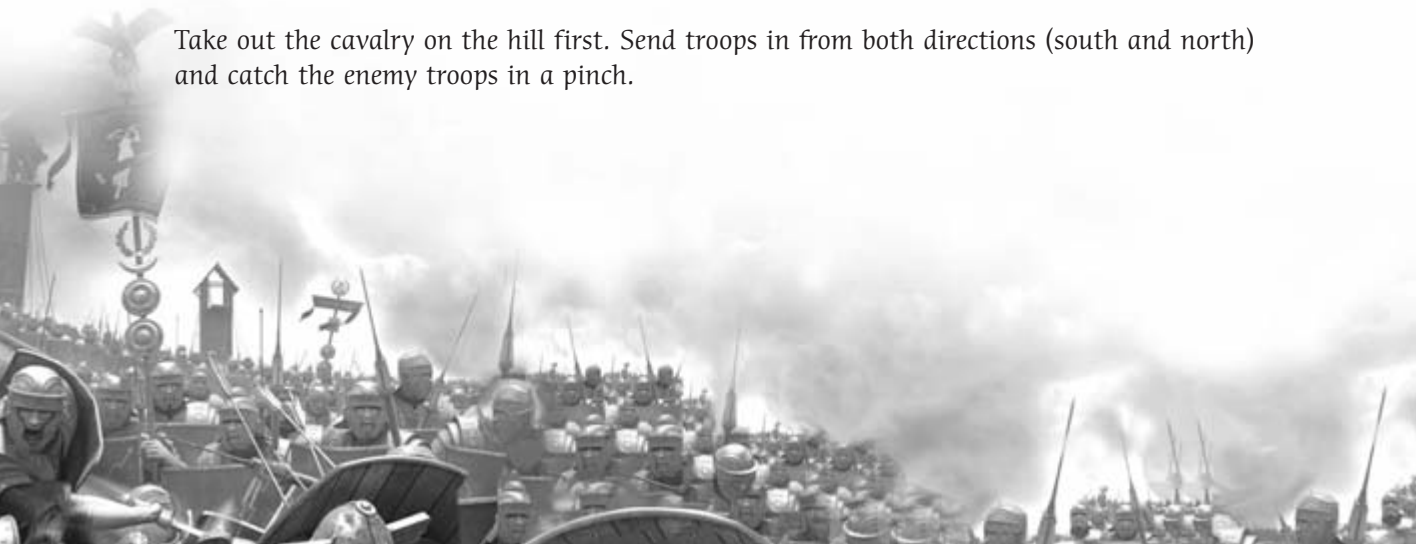
After all of these enemies are dealt with, Batuae **V2** is an easy target. Attack the village in the usual way—target the village with your Auxiliary and Camel Archers while the rest of your troops deal with the influx of enemy defenders from the south **19**. There's no need to capture this village—your work here is almost complete.

TIDYING UP

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After you've captured Chalcis and destroyed Batuae, all that's left is to clear out the remaining enemy troops scattered around the map. If you've followed the walkthrough so far, only two clusters remain—some cavalry troops on the hill southeast of Batuae **20**, and the initial cavalry troops you spotted at the start of the mission who are currently guarding the first bridge **B1**.

Take out the cavalry on the hill first. Send troops in from both directions (south and north) and catch the enemy troops in a pinch.



Finally, you must take on the enemy cavalry at the bridge. This is a sizeable force, so expect a fierce battle. The easiest way to prevail is to send half of your attack force across the ford **(f)** and the other half across the bridge, surrounding the enemy and preventing his troops from escaping (see figure 19-7).



Fig. 19-7. Simultaneously attack the enemy cavalry at the bridge from both directions.

When the last of the enemy combat troops is eliminated, you are victorious.

NOTE

A number of enemy scouts roam the map, but you don't have to take them out to complete the mission.





CHAPTER 20

WAR OF ATTRITION

Kingdom of the Avernii, Gaul, April 9th, year 52 B.C.

MISSION BRIEFING

The Gaul rebellion against Caesar is raging on. Vercingetorix has realized that he can't defeat the Romans in the battlefield, and he is now trying a different tactic: hunger.

In this mission, you have to escort the transports that are bringing wheat to our legions, and keep them safe from assaults by Gaul war bands.

Tribune, three of our fortresses in the area are desperately in need of supplies, and the wagons that carry them are waiting to go. Your mission is to make sure that those supplies are delivered to their consignees.

Be careful, though, as the forests are infested with Gallic warriors, bowmen and hunters that will try their best to stop you. Luckily, our mercenary German Cavalry has arrived to assist us under Titus Labienus's command. They are excellent fighters, both inside and outside the woods, and they will help you prevent any ambushes you might find on your way.

Do not allow our comrades to starve to death, Tribune.

OBJECTIVES

1. Escort a wagon to the first fortress
2. Escort a wagon to the second fortress
3. Escort a wagon to the third fortress
4. Titus Labienus must survive

Table 20-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	3	3	2
German Cavalry	2	2	2
Legionaries	2	2	2
Spearmen	1	1	1
Centurion (Titus Labienus)	1	1	1
Wolf Scouts	3	3	3

In addition to the troops under your command, some allied troops follow the supply wagons. You cannot give them orders, but they automatically engage any enemies that get close to the wagons.



The wagon escort troops present for each difficulty level are listed in Table 20-2.

Table 20-2. Wagon escorts present for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	3	3	1.5*
Balearic Slingers	1	1**	1**
Praetorians	1	1**	1**
Spearmen	3	3	1.5*
Hawk Scout	1	1	1

* Divided into three groups

** Partial strength

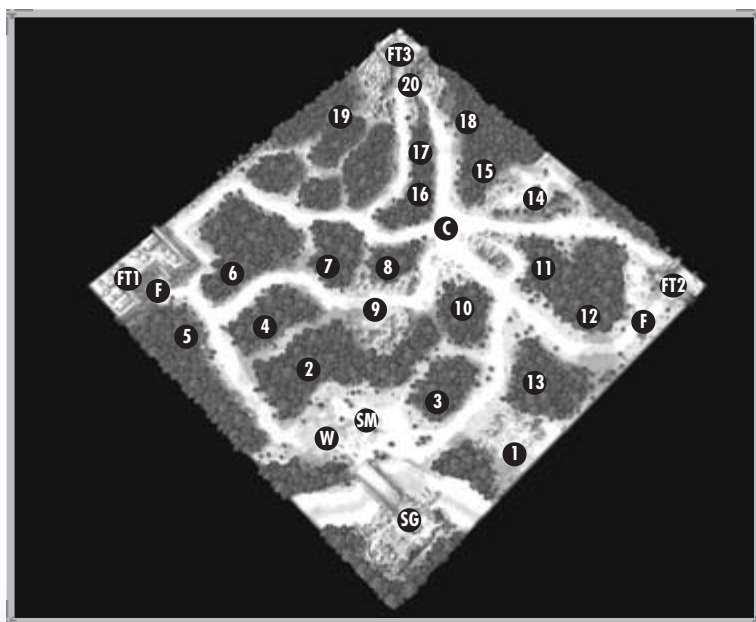


Fig. 20-1. War of Attrition map

Map Key

- SM** Your Starting Position (Main Troops)
- SG** Your Starting Position (German Cavalry and Titus Labienus)
- W** Wagons and Wagon Escorts
- FT1** Fortress 1
- FT2** Fortress 2
- FT3** Fortress 3
- F** Friendly Gallic Troops
- C** Crossroads
- 1-20** Enemy Troop Starting Locations



NORTHWEST TO FORTRESS 1

CAUTION

If you hesitate for too long at the start of the mission, the enemy sends a troop from the east ❷ to investigate and goads you into attacking. Don't wait for this to happen! The moment you engage this troop in melee combat, the wagons start moving toward Fortress 1 ❶. If you haven't cleared the road to the northwest when the wagons start moving, you're doomed to fail.

Your German Cavalry troops are your best asset in this mission. Properly utilized, they can save you a lot of trouble early on, starting with clearing the route to the first fortress.

When the mission begins, send both German Cavalry troops to eliminate the enemies in the woods to the northwest of your main starting position ❷. The battle is quickly joined by nearby enemy troops to the east and west ❸ and ❹, so be prepared (see figure 20-2).



Fig. 20-2. Use your German Cavalry to make fast work of the enemies guarding the road to the first fortress.

While your German Cavalry is engaged with the enemies in the woods, start your caravan moving. Select all of your troops at the main starting location ❶ and your hero (Titus Labienus) and head northwest toward the first fortress ❶. As soon as your troops leave the clearing, the wagons and their escorts set off along the road (see figure 20-3).

NOTE

Map position ❶ is a stockpile of troops that the enemy uses for reinforcements. About a minute and a half into the mission, troops are sent out from this location. They follow the map's southeast edge to the east, and then proceed west and/or south to patrol the area around map positions ❸, ❶, ❶, and ❶. After you move out toward Fortress 1, these troops often leave their patrol routes and attack your caravan from behind.





Fig. 20-3. While your German Cavalry keeps the enemies occupied, start the caravan moving toward the first fortress.

Keep your German Cavalry troops at the head of the column and use them to run interference with the enemies in the forest to the west **5**. When these enemies are engaged, the enemy troops from the north **6** move in to assist. Send your Spearmen and Legionaries to intercept them. The wagon escort troops aren't under your command, but they will lend a

hand if they or the wagons are attacked. Leave at least one troop in a rear-guard position at all times to help protect against attacks from behind.

When all of the enemies in the vicinity are dispatched, send your troops to Fortress 1's entrance **F1** and wait for the wagons to arrive. The first wagon pulls up to the door and automatically unloads, completing the mission's first objective. As a bonus, the friendly Gallic troops at the fortress **F** join your army.



EAST TO FORTRESS 2

Next stop is Fortress 2 **F2** in the map's opposite corner. Proceed due east along the road. You encounter your first resistance from the forest north of the road **7** and **8** and on the road itself **9**. When you engage in battle, expect all nearby troops (**10**, **13**, **16**, and all local patrols) to join in the battle. Once again, keep your German Cavalry on point to take the brunt of the enemy attacks along the way (see figure 20-4).



The wagons follow Titus Labienus, so don't let him get too far ahead of your wagons. If the wagons fall too far outside of Titus's control radius, they often behave unpredictably or stop altogether. If this happens, send Titus back to the wagons' position and *slowly* lead the way to their destination. *Never* take it for granted that the wagons are following you!

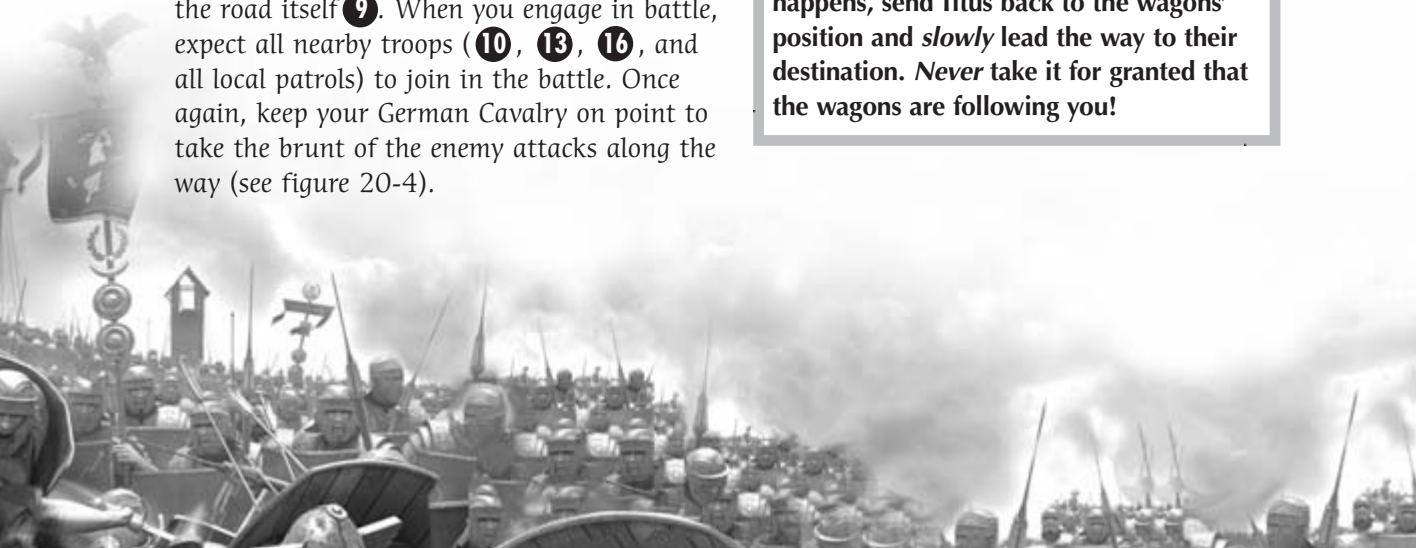




Fig. 20-4. Keep your powerful German Infantry at the head of the column for as long as they last.

Turn south at the crossroads **C** and continue toward Fortress 2. Deal with the enemies at map positions **11** and **12** and any remaining patrols in the area, and then escort a wagon to the fortress gate to complete objective 2. The friendly Gallic troops outside the fortress **F** join you when the wagon is (automatically) unloaded.

NORTH TO FORTRESS 3

Select all of your troops and head back to the crossroads **C**, taking the same road you took on the way in (and, thus, avoiding the enemies on the high ground at position **14**). From the crossroads, turn due north toward Fortress 3 **FT3**. Keep Titus and the wagon as far back as you can when you engage the enemies along the road **15-18** and any patrols in the area.

When you reach the fortress, Dumnorix (the enemy Gaul leader) confronts you, and his escorts **20** and the enemies to the west **19** launch a final attack on your haggard caravan (see figure 20-5). Once again, keep Titus and the wagons well back from the fray as you engage the enemy.

Fig. 20-5. After verbally abusing you, Dumnorix and his men launch one final offensive near the gates of the third fortress.

After you dispatch Dumnorix and his troops, have Titus escort the final wagon to the fortress gate to complete the mission.





CHAPTER 21

ALEA IACTA EST

River Rubicon, Italian Frontier, January 12th, year 49 B.C.

MISSION BRIEFING

Back in Rome, the enemies of Caesar are trying to destroy everything the great general achieved in Gaul. Pompey, mad with envy, is persuaded to lead the war against Caesar.

On January 12th of the year 49 B.C., Gaius Julius Caesar, along with his legions, began the invasion of Italy crossing the river Rubicon, where he pronounced three words: *Alea Iacta Est*. The die is cast.

Remember Tribune: we have not invaded Italy to kill our fellow citizens, but to free them. Our objective is to take the cities of Pisaurus, Fanum, and Ancona with the minimum of bloodshed. The population is with Caesar, and it won't take much to convince them to join our side.

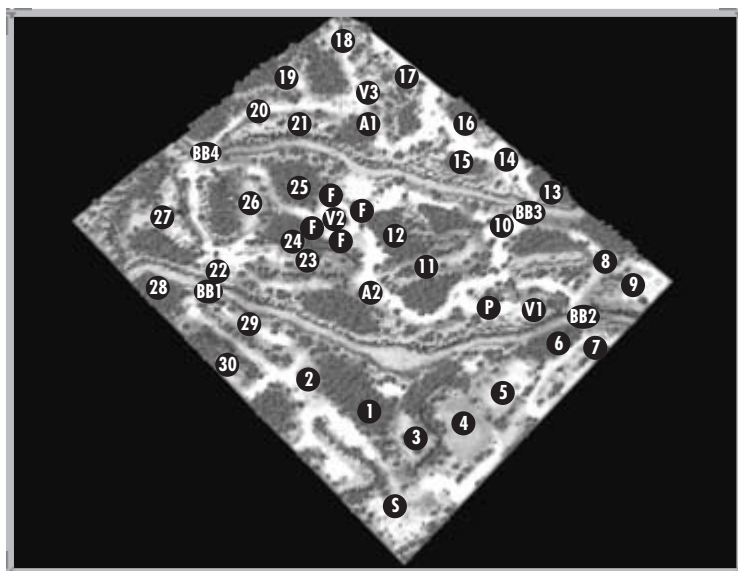
However, the Pompeian forces will try to stop our advance whatever the cost. They might even attack the cities that decide to support us, so defend them.

OBJECTIVES

- 1. Capture (and defend) the village of Pisaurus
- 2. Capture (and defend) the village of Fanum
- 3. Capture (and defend) the village of Ancona
- 4. Caius Crastinus must survive

Table 21-1. Starting troops for each difficulty level			
Troop Type	Easy	Normal	Hard
Balearic Slingers	3	3	2
Legionaries	6	5	5
Spearmen	3	3	2
Centurion (Caius Crastinus)	1	1	1
Physician	1	1	1





**Fig. 21-01. Alea lacta
Est map**

Map Key

- S** Your Starting Position
- V1** Pisaurus
- V2** Fanum
- V3** Ancona
- P** Pisaurus Militia Troops
- F** Fanum Militia Troops
- A1, A2** Ancona Militia Troops
- BB1–BB4** Broken Bridges
- 1–30** Enemy Starting Locations

MARCHING TO THE FIRST BRIDGE

Start this mission by doing a little housecleaning. Send some Legionaries into the woods to the northeast to clear out the enemies hiding there **1**. At the same time, dispatch your Spearmen to take care of the enemy cavalry a little farther up the road **2**. When this area is clear, recall your Spearmen and send the Legionaries to take care of the enemy Auxiliary Archers on the hill north of your starting position **3**. This preemptive strike makes passage along the southeastern edge of the map safer for your troops (see figure 21-2).



Fig. 21-2. Take care of the Auxiliary Archers on the hill north of your starting position before you mobilize your troops.

Your attack on the enemy archers triggers a counter-attack by the enemy troops hidden in the tall grass beside the road to the northeast **4**.

Keep your hero (Caius) out of the battle when the enemies move south to engage your troops at your starting position.

Now that the first part of the road is clear of enemies, you can proceed toward Pisaurus **VI**. March your troops along the road on the map's southeastern edge. On the way to the broken bridge **BB2**, deal with the enemy troops in the shallow water and forest north of the road at **5** and **6**, and the enemy cavalry at the river **7**. Send your Balearic Slingers to the narrow high ground just south of the enemy cavalry's position and order them to attack at range while your other troops engage in melee combat.



CAUTION

Keep your troops clear of the tall grass north of the road **4 as you march toward the broken bridge. If you aren't careful, you can lose a lot of troops to fire damage caused by enemy Auxiliary Archers.**

Demote one of your troops (Legionary or Spearman) to an Auxiliary Infantry troop and repair the broken bridge **BB2**. In the meantime, let the Physician heal your wounded troops in preparation for your next encounter.

PREEMPTIVE STRIKE

At this point, you *could* head directly for Pisaurus—in fact, if you didn't have foreknowledge of enemy troop positions, this would be the next logical move. However, since you *do* have insight into where the enemy is hiding, take advantage of it.

Cross the bridge and deal with the enemy cavalry to the northeast **8**. Stay as far west as possible during this battle, but don't stray too far toward the enemy troops on the other side of the forest **10**.

After the cavalry is out of the way, rally your troops and attack the large enemy force hiding on the hill in the eastern corner of the map **9**. If left unchecked, this force lies in wait until you take control of Pisaurus and then attacks in force. By striking now, you're making your job easier later on (see figure 21-3).





Fig. 21-3. By preemptively striking the enemy troops on the hill, you make the job of defending Pisaurus a lot easier.

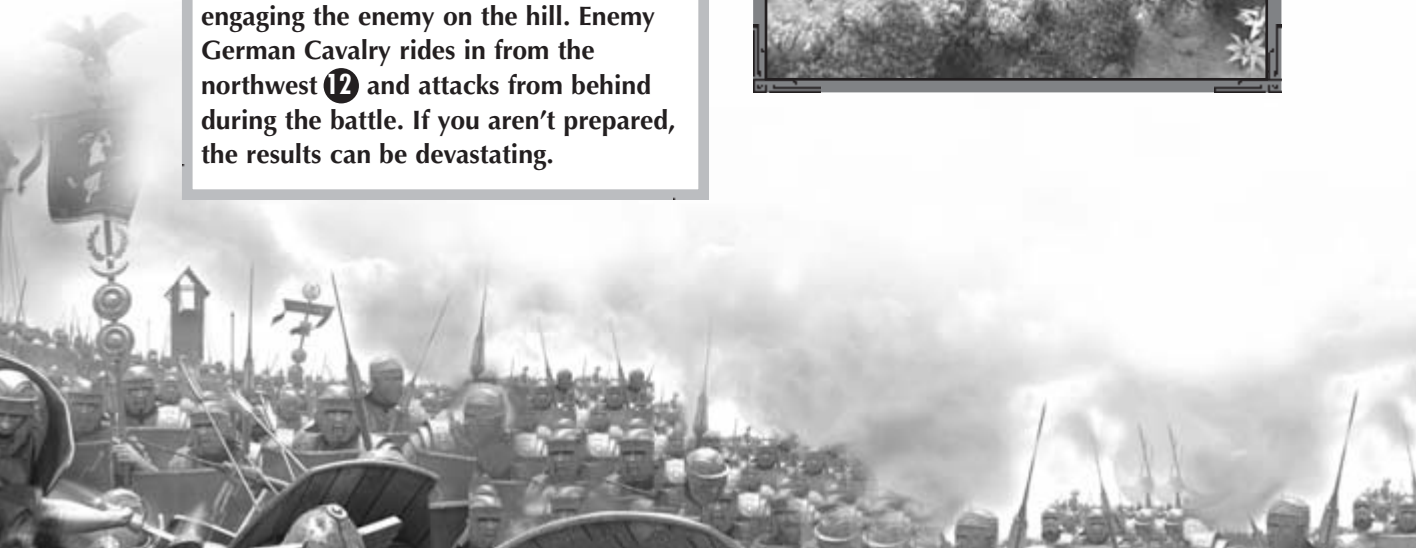
“CAPTURING” PISAURUS

March your troops into Pisaurus from the east. After the Centurion at Pisaurus explains the village's plight, move your hero behind the Pisaurus defenses for safekeeping, and march your troops northward. Deal with the enemy cavalry north of town **10**, and then turn southward and engage the enemy troops on the hill overlooking Pisaurus **11** (see figure 21-4).

Fig. 21-4. Attacking the Pompeian troops on the hill causes Pisaurus to surrender.



Leave at least one strong defensive troop to guard your flank while you're engaging the enemy on the hill. Enemy German Cavalry rides in from the northwest **12** and attacks from behind during the battle. If you aren't prepared, the results can be devastating.



When the Pompeian Centurion on the hill is killed, the village surrenders and the Pisaurus militia **P** is placed under your command. Send some of these troops in as reinforcements on the hill if needed, but leave a good defensive force behind at the village just in case.

Send Caius into the village and start building new troops to bolster your army. Let your Physician heal your existing troops while you wait.

NEXT STOP: ANCONA

Although Fanum **V2** is right next door, your next destination is Ancona **V3**, which is not as well defended. Also, the Ancona militia troops west of Pisaurus **A2**, who join you when you liberate Ancona, come in handy when you attack Fanum.

Because of your preemptive strike, Pisaurus is safe from attack. Leave a token troop behind (just in case you missed an enemy somewhere) and head for the broken bridge north of the village **BB3**. Order your Auxiliary Infantry to repair the bridge. Keep your remaining troops out of the line of fire.



CAUTION

The enemy Auxiliary Archers north of the river **13 have enough range to attack you, but your ranged attackers cannot fire back. There is no way to lay down cover fire for your Auxiliary Infantry while they're repairing the bridge, so have an extra Auxiliary Infantry troop on hand just in case the first doesn't survive.**

TIP

Village populations don't regenerate in this mission, so choose carefully when you're building new troops. You should include at least one ranged attacker in the mix. (Auxiliary Archers are the most economical and versatile.) Send supporting troops with the Equites when you attack the first altar if you're playing at the Hard difficulty level—one troop might not be enough.

As soon as the bridge is complete, the enemy troops on the road north of the bridge and in the forest to the west at **14** and **15** move in for the attack. Let them come to you. While you engage these troops on the south side of the river, send at least one troop north across the bridge to take out those pesky Auxiliary Archers **13**.

Shortly after you cross the river, all Ancona forces at **A1** and **A2** revert to your command. Now, the race is on to defend



Ancona from attack. Shift your attention from the bridge to Ancona **V3**, and mobilize the troops there to handle the siege as best they can. The attack comes from all sides—enemy troops move in from the north **18**, east **16** and **17**, and west **19** and **20**. In addition, siege engines begin to pummel the village from the south **21**, and troops **27** cross the river at **BB4**.

You *must* take control of the troops at Ancona and assign them to attack the enemy on every front (see figure 21-5). Without your help, the Ancona militia sits in the village clearing and waits for the enemy to wipe them out.



Fig. 21-5. Take command of the forces at Ancona and meet the encroaching enemy troops head on to avoid heavy losses.

Once you have mobilized the troops at Ancona, quickly call in your other troops to assist. The Ancona militia is made up exclusively of cavalry troops and cannot enter the forests surrounding the village. Get your other troops into the fray as quickly as possible to prevent Ancona from being captured or destroyed. Wipe out all remaining enemies north of the northern river to secure the area.

Once you take control of Ancona, you're two-thirds of the way to completing your mission. Start pumping out new troops in preparation for the final leg of your journey.

NOTE

If the enemy manages to destroy Ancona's garrison before you arrive, recapture the village by building a new garrison and install a Centurion to take control.

FINALLY, FANUM

If you have cleared all of the northern third of the map, Ancona is safe from attack, so you are free to use all of your troops in the final foray. Set Ancona's rally point to the road leading southwest out of Pisaurus **V1**. You need to rendezvous with your newly acquired Ancona militia troops **A2** before you launch your attack.

When you're ready to move in, split your forces. Send a large contingent to take care of the enemies due west of your position **22** and the troops and siege engines on the hill overlooking Fanum **23**, and march the rest of them directly into the village **V2**. As soon as you engage the enemy, the Pompeians attack Fanum in force (see figure 21-6).



Fig. 21-6. The moment you engage the enemy, the troops surrounding the village attack Fanum.

As you wade into the fray, pay particular attention to the enemy Auxiliary Archers in the forests at **24** and **25**—don't let them pummel you to death or attack the village. You also need to keep your troops away from the Catapult stationed on the high ground to the west **27**.

When you defeat all of the enemy forces attacking Fanum, the village pledges allegiance to Caesar and your mission is complete.

NOTE

You don't have to defeat the Catapult on the hill west of Fanum **27** or the remaining enemy troops in the southern third of the map at **28**, **29**, and **30** to accomplish the mission.





CHAPTER 22

WAR WITHIN THE MOUNTAINS

Pyrenees Mountains, Hispania, June 27th, year 49 B.C.

MISSION BRIEFING

While Pompey flees to Greece to organize the resistance against Caesar, the Pompeian legions standing in Hispania are abandoned on their own.

Before continuing to chase Pompey, Caesar decides to eliminate that danger on his back. Your mission is to block the passage through the Pyrenees to keep the Pompeians in Hispania, and force them to surrender to Caesar.

Our primary goal is to stop the Pompeian forces from taking the pass across the Pyrenees. To help you in your task, you have reinforcements from part of the Provincial Army that is loyal to Caesar. Defend your village and that of your ally. If any of them is lost, we will be defeated.

Our adversaries are Pompey's army and the rest of the rebel Provincial Army. We don't need to attack them, just to hold them at bay in Hispania and force them to surrender.

Far from their general, the loyalty of the Pompeian forces is suspect. Some Centurions might decide to defect to our side. In which case, you will have to help them and secure their way back to our positions.

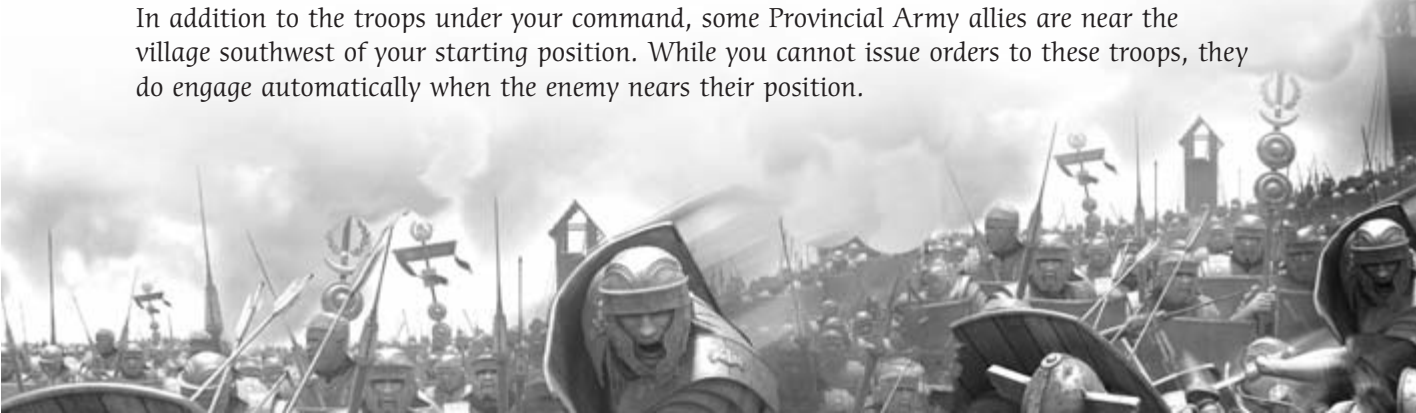
OBJECTIVES

1. Defend the pass across the Pyrenees
2. Meet with Sextus Calpurnius and his men
3. Sextus Calpurnius must survive
4. Meet with Titus Lucius and his men
5. Titus Lucius must survive

Table 22-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	3	2	1
Auxiliary Infantry	3	3	2
Equites	2	2	2
Legionaries	3	2	2
Praetorians	1	1	1
Spearmen	2	2	2
Centurions	2	2	2
Physician	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1

In addition to the troops under your command, some Provincial Army allies are near the village southwest of your starting position. While you cannot issue orders to these troops, they do engage automatically when the enemy nears their position.



The allies present for each level of difficulty are listed in Table 22-2.

Table 22-2. Provincial allies present for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	2	2*	2*
Equites	1	1	1
Legionaries	2	1	1
Spearmen	1	1	1
Physician	1	1	1

* One at partial strength

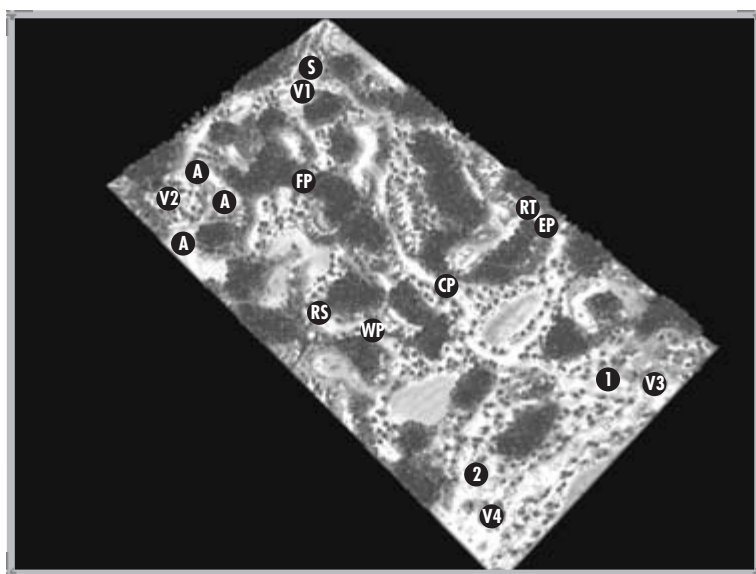


Fig. 22-1. War Within the Mountains map

Map Key

- S** Your Starting Position
- V1**, **V2** Friendly Villages
- V3**, **V4** Villages
- A** Provincial Allies
- EP** Eastern Pass
- CP** Central Pass
- WP** Western Pass
- FP** Forest Pass
- RS** Rendezvous Point (Sextus Calpurnius)
- RT** Rendezvous Point (Titus Lucius)
- 1-2** Enemy Troop Starting Locations



PREPARING YOUR DEFENSES AND REPELLING THE FIRST ATTACK

TIP

The key to success in this mission is to follow your instructions: *don't attack*. Except for your rendezvous with Sextus Calpurnius and Titus Lucius (described later in this chapter), you should *never* venture past the halfway point between your villages and those of the enemy. Take a defensive stance and let the enemy come to you.

Immediately send one of your Centurions into your village **V1** and start the building queue. This map offers a mix of shallow water and forests, so create a variety of troops that can handle all terrain conditions. Unit Control Points are scarce in this mission, so you can't pump troops out constantly. Just keep the build queue full so that replacements arrive as your existing troops are eliminated.

Next priority is to set up a defensive perimeter around the village. Cover all

entrances to the village clearing, paying particular attention to the two roads leading southeast and the forest that separates them. Use your Auxiliary Infantry to build defensive towers to bolster your defenses on both southeast roads and on the high ground to the southeast, and man them with Auxiliary Archers. Also, take advantage of the forests and hills surrounding the city (see figure 22-2). Don't take any offensive action. For the time being, let the enemy come to you.



Fig. 22-2. After you start building troops, prepare to defend your village against the coming siege.

The first group of enemies leaves from the southeastern village **V3** about two minutes into the mission. They follow the central pass **CP** north and move in toward your village through the forest pass **FP**. Close behind this group, another enemy contingent (this one from the southern village **V4**) closes in along



the same path. The second enemy contingent splits its attack between your troops in the forest pass and your allies immediately to the west. Send some fast troops around the battle in the forest pass to take out the enemy troops on the high ground before they wipe out your allies (see figure 22-3).

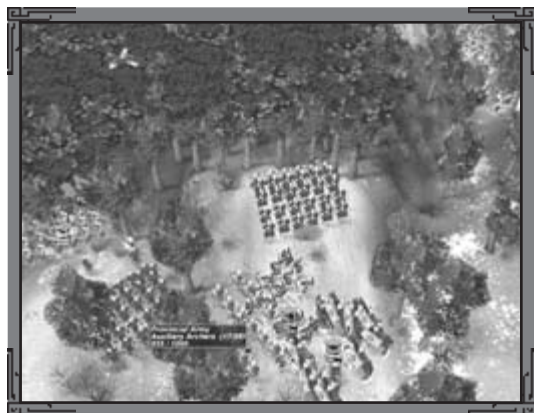


Fig. 22-3. Help your allies by taking out the enemy Auxiliary Archers on the high ground west of the forest pass.

When all enemy troops from the first wave have been defeated, retreat to your village and regroup. The next wave of enemies is already on the way.

THE DEFENSE CONTINUES

The third wave of enemies also moves north along the central pass road but, instead of approaching through the forest, they take the direct route onto the high ground southeast of your village **VI**. Send several troops to defend this area while the troops in the defensive tower (that you hopefully built here earlier) provide cover fire (see figure 22-4).

Fig. 22-4. The third wave of enemies approaches your village **VI across the high ground to the southeast.**



While you do battle with the third group, a fourth enemy contingent is dispatched up the central pass road. This one turns due west and makes a beeline for your allies' village. Send some troops through the forest pass **FP** and help your allies by engaging the enemies north of the lake (see figure 22-5).

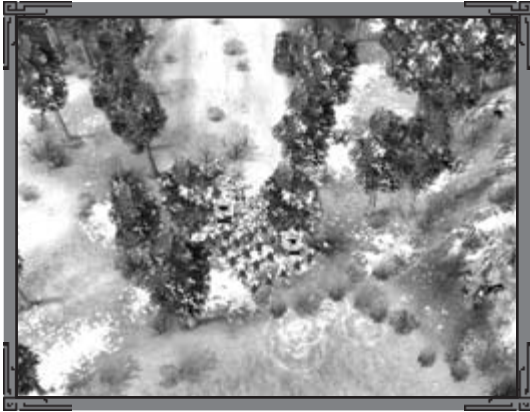


Fig. 22-5. Meet the fourth enemy group head on before they reach your allies' village.

The fifth wave moves in along the eastern pass road **EP** and proceeds northwest along the edge of the map toward your village. Prepare your defenses along the easternmost road into your town and turn back the invaders.

SEXTUS CALPURNIUS

While you're fighting the fifth group of invaders, troops start moving northwest along the western passage. If you send your Hawk Scout out in this direction, you'll notice that this group of enemies appears white on the mini-map rather than the normal "enemy pink." This is the first group of potential defectors (led by Sextus Calpurnius). Send all the troops you can spare to meet them at the rendezvous point south of the lake **RS** (see figure 22-6). After you meet with Sextus, he and his men are yours to command.

Fig. 22-6. Send some troops to intercept Sextus and his men.

Move quickly! A sizeable enemy force is approaching on the central pass road **CP** and is waiting for you near the lake when you arrive (or shortly thereafter). Meet them head on and take them out. Additional enemy reinforcements arrive on the western pass road during the battle, so be prepared.



Sextus Calpurnius must survive! Therefore, the moment he is under your control, order him to make a beeline for your village. If he is killed, you fail the mission.

After the battle, rally what is left of your forces and return to your village to regroup.



THE DEFENSE CONTINUES (AGAIN)

As you return to the village after your rendezvous with Sextus, two more waves of enemy attackers move in from the south—one along the western pass road **WP** and the other along the eastern pass road **EP**. These attack forces pause for a minute or so about halfway up the map as troops continue pouring into their ranks from the enemy villages. Then, about half of each attack force moves to the central pass road **CP** forming a single column that splits again southeast of the forest pass **FP**. Half of the troops continue up the road and engage your forces at the hill south of your village **VI**, and the rest head toward your allies' village **V2**. See to the defense of your village (and the protection of Sextus) first, and then help out your allies if you can (see figure 22-7).



Fig. 22-7. Another huge wave of enemies storms your village from the south.

There's no time to rest! Another wave of enemies approaches up the central pass road moments later. This time, the primary target is your allies' village. Send some support troops if you can, but don't leave your village undefended. Still *more* enemies are on their way up the central pass road (with siege engines in tow), and you are their target. Once again, the attack is centered on the hill southeast of the village.

Despite the danger to your village, you *must* send a detachment of troops southeast along the map edge to the central point on the eastern pass as soon as the siege engines and their attendant troops start moving in from the south. Titus Lucius and his band of defectors are on their way up the eastern pass road, and you need to be there when they defect!

TITUS LUCIUS

When Titus Lucius defects, he and his men are besieged by enemy troops near the rendezvous point **RT**. Come to their aid with whatever troops you have in the area (see figure 22-8).



Fig. 22-8. Help Titus Lucius and his men defeat the enemies near your rendezvous point.

When you make contact with Titus, he and his troops fall under your command. Order Titus out of the battle area and to the (relative) safety of your village **VI**. Send him along the southeastern edge of the map to keep him away from any enemies that might be lurking on the central pass road.

Wipe out all of the enemy troops in the area, keeping an eye out for enemy reinforcements from the south and west. When the area is clear, order your remaining troops in the area to follow Titus back to your village.

WRAPPING THINGS UP

During your meeting with Titus, two more enemy attack forces advance up the central pass road and engage your allies to the west. Send your troops in to intercept these enemies. As you battle the second attack force, you receive a message that the Pompeians are fleeing. When you finish off the last of the attacking enemy troops in the area, you've completed the mission.

NOTE

If you've been using scouts, you probably know that there are still many enemy troops in the south, both on the western pass road **WP** and near the enemy villages **V3** and **V4**. You don't have to defeat these enemies to win.



CHAPTER 23

LET THE HUNT BEGIN

Coast of Macedonia, north of Greece, April 10th, year 48 B.C.

MISSION BRIEFING

In the year 48 B.C., Julius Caesar crosses the Adriatic with half of his forces, and impatiently awaits the arrival of Mark Antony and the rest of his army, eager to battle Pompey.

In this mission, your goal is to wait for the arrival of part of the reinforcements by sea and secure a base of operations for Caesar on the Macedonian coast.

Tribune! The Pompeian forces are marching to our fortress! Your first task is to defend it and stop the enemy's assault.

In order to compensate for your lack of cavalry, we could try hiring mercenary Dacian horsemen. If you bring the wagons loaded with gold to their encampment they will gladly assist us in battle.

But remember: the reinforcements Mark Antony has sent us will soon arrive at the coast. The port of Nymphaeum is under control of the enemy, and they will surely try to stop us from joining forces.

Open a way for them, defend them, and secure safe passage for them to the fortress as soon as they are here.

OBJECTIVES

1. Defend the fortress
2. Meet with the reinforcements
3. Help the reinforcements reach the fortress

Table 23-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Archer Cavalry	1	1	1
Auxiliary Archers	3	3	3
Auxiliary Infantry	2	2	2
Balearic Slingers	3	3	2
Equites	1	1	1
Legionaries	2	1	1
Spearmen	2	2	2
Centurion (Caius Crastinus)	1	1	1
Physician	2	2	2
Wagons	2	2	2



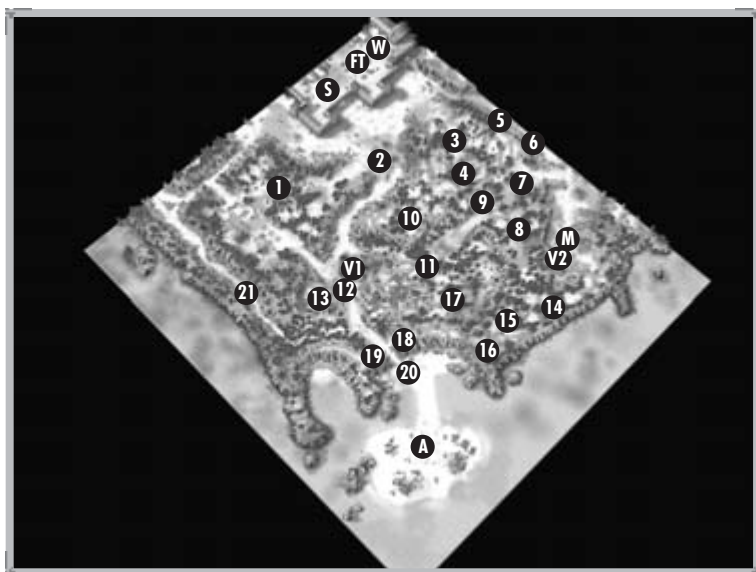


Fig. 23-1. Let the Hunt Begin map

Map Key

- S** Your Starting Position
- FT** Fortress
- W** Wagons
- VI** Nymphaeum
- V2** Mercenary Camp
- A** Allied Reinforcements
- M** Mercenary Troops
- 1-21** Enemy Troop Starting Locations

NOTE

This mission requires battle management on multiple fronts. Be prepared for a *lot* of jumping around.



PREPARING THE DEFENSES

NOTE

For in-depth tips and general strategies for defending a fortress, see Chapter 2.

As the briefing indicates, this scenario starts off as a fortress mission. You have just over two minutes before the first enemies come knocking at your gates, so begin your defensive planning immediately.

Prepare your defenses as you have in previous fortress defense missions. Note that there are two gates in this fortress—one on the southwestern (side) wall and one on the northeastern



(front) wall. The first enemy attack will come from the southwest, so concentrate your initial defenses along that wall and the southern corner.

After you order your troops to their defensive positions, start building additional troops. You have some Unit and Troop Control Points to spare, so your reinforcements should start appearing almost immediately.

WAGONS EAST!



CAUTION

The addition of the mercenary forces to your army is *critical* to the completion of this mission. If your wagons fail to reach the mercenary camp, the mission is a lot harder to accomplish. The strategies throughout the rest of the chapter assume the successful annexation of the mercenary troops.

This mission features a massive number of enemies, so you need all the help you can get. The path to the mercenary camp **V2** is relatively easy to traverse, so attempt to take the wagons of gold to the mercenary troops as early in the mission as possible.

Well before the first enemies start attacking your fortress, send both wagons and several defensive troops out the front gate. Order them to move east toward the high ground along the edge of the map, skirting the wall of the fortress so as not to attract the attention of any enemy troops (see figure 23-2).

Fig. 23-2. Send your wagons and several defensive escort troops to contact the mercenaries early in the mission.

When your troops reach the road, send them southeast along the map edge. There are two enemy troops along the high road at **5** and **6**, so keep most of your defensive troops ahead of the wagons to meet the enemies when they attack. Cover the rear as well, as you will most likely stir up several troops in the valley below at **3** and **4** as you make your way along the road.



When you reach the end of the high road, at least one enemy contingent **7** remains between you and the mercenary camp. (If any enemy troops followed your progress along the base of the hill, deal with them here.) Assign your defenders to deal with them while your wagons continue into mercenary territory (see figure 23-3).



Fig. 23-3. Have your defenders deal with the enemy troops at the southern end of the high road while your wagons proceed into the mercenary camp.

As soon as the wagons enter the village, the mercenary troops **M** join your side. Use these troops to clear out any remaining enemy troops in the vicinity of the mercenary camp. Note that you can build new mercenary troops in the camp (if there are enough villagers left to do so, that is).

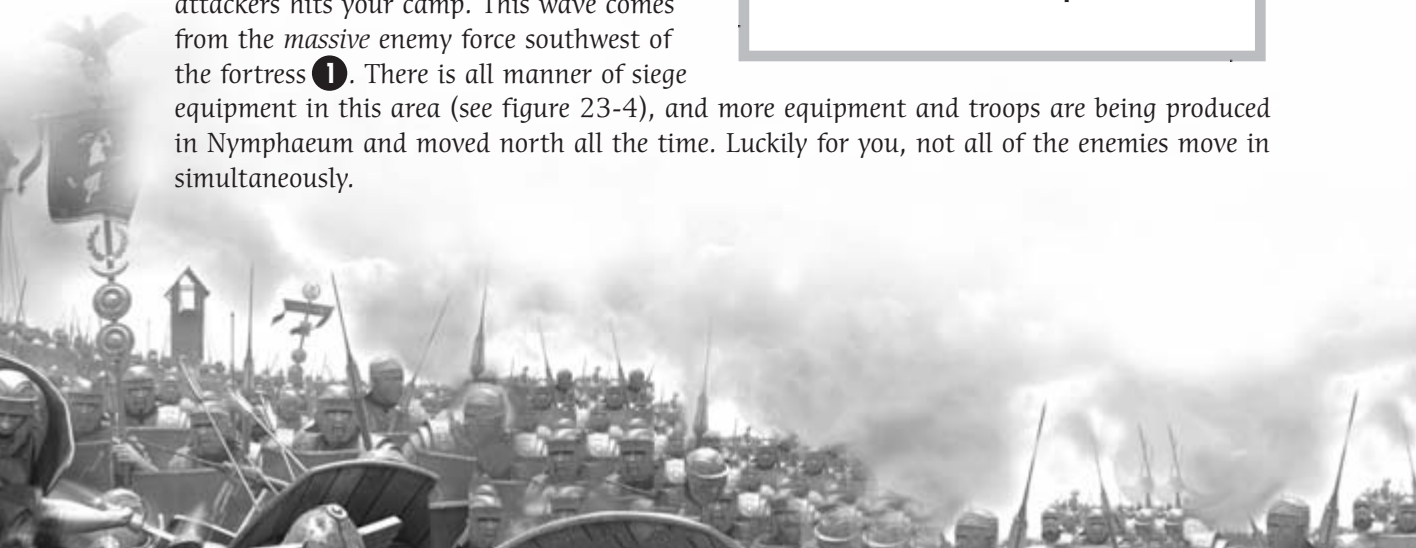


MEANWHILE, BACK AT THE FORTRESS...

While your wagons are fighting to the mercenary camp, the first wave of enemy attackers hits your camp. This wave comes from the *massive* enemy force southwest of the fortress **1**. There is all manner of siege equipment in this area (see figure 23-4), and more equipment and troops are being produced in Nymphaeum and moved north all the time. Luckily for you, not all of the enemies move in simultaneously.



Your fortress defense duties aren't put on hold while you tend to the wagons during their trek to the mercenary camp. You must constantly shift your attention back and forth between the initial attack on your fortress and your wagon caravan to ensure success on both fronts until one or both tasks are complete.



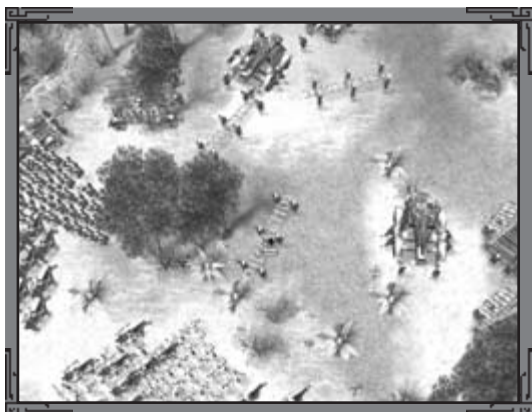


Fig. 23-4. This is a small sample of the joy that awaits you during the long siege.

You should see the first attack wave moving in from the southwestern road a little over two minutes into the mission. This enemy group's target is the side gate, so concentrate your defenses in this area. Focus your Auxiliary Archers' fire on the Battering Ram as soon as it approaches (see figure 23-5). Send a couple of troops outside the walls to take on the siege engine's defenders and confine them to the northwest wall.

Fig. 23-5. Hit the Battering Ram with everything you've got when it approaches the side gate.

While most of the first attack is confined to the southwest wall, enemy troops and siege engines attack from the treeline near the southern corner as well. Station some Auxiliary Archers along the wall in this area to deal with the enemy Catapult, and send in ground support if necessary to wipe out the Catapult as quickly as you can.



NOTE

With a little luck and good timing, you can defeat the first attack wave at the fortress and get your wagons to the mercenary camp at about the same time—five to six minutes into the mission.

The second enemy attack wave masses to the south (near position ②) and moves in shortly after you defeat the first wave (approximately six minutes or so into the mission). This group, which includes Assault Ladders, an Assault Tower, and Catapults and support troops, targets the front wall of the fortress south of the main



gate (see figure 23-6). Move your wall defenses to that area and bolster them with the reinforcements you've been pumping out since the start of the mission in preparation for the attack.



Fig. 23-6. The second attack wave targets the southern corner of the fortress.

TIP

Balearic Slingers are *excellent* at defending the walls against incoming siege engines. Keep your walls manned with these troops whenever possible throughout the mission.

After the second wave is out of the way, be on the lookout for several small attacks from the south and southwest over the next couple of minutes. Keep your defenses concentrated in this region of the fortress and let your troops handle the defense duties during this period. Turn your attention to the south and to your new mercenary troops.



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CALLING IN THE REINFORCEMENTS

During the lull after the second wave of attacks on the fortress, send your newly acquired mercenary troops west toward the beach. Your goal: contact the allied reinforcements **A** and lead them safely to the fortress.

Plot a course for your mercenaries that hugs the coastline, avoiding enemy contact whenever possible. You should encounter only minimal resistance at **14**, **15**, and **16** along the way.

As you approach the beachhead, the reinforcements mobilize and engage the enemy troops to the north **20**. While this battle rages, attack the Ballistas on the hills overlooking the beach **18** and **19** (see figure 23-7). When the siege engines are destroyed, wade in and assist the reinforcements as they finish eradicating the remaining enemy troops and the defensive tower at the base of the trail.

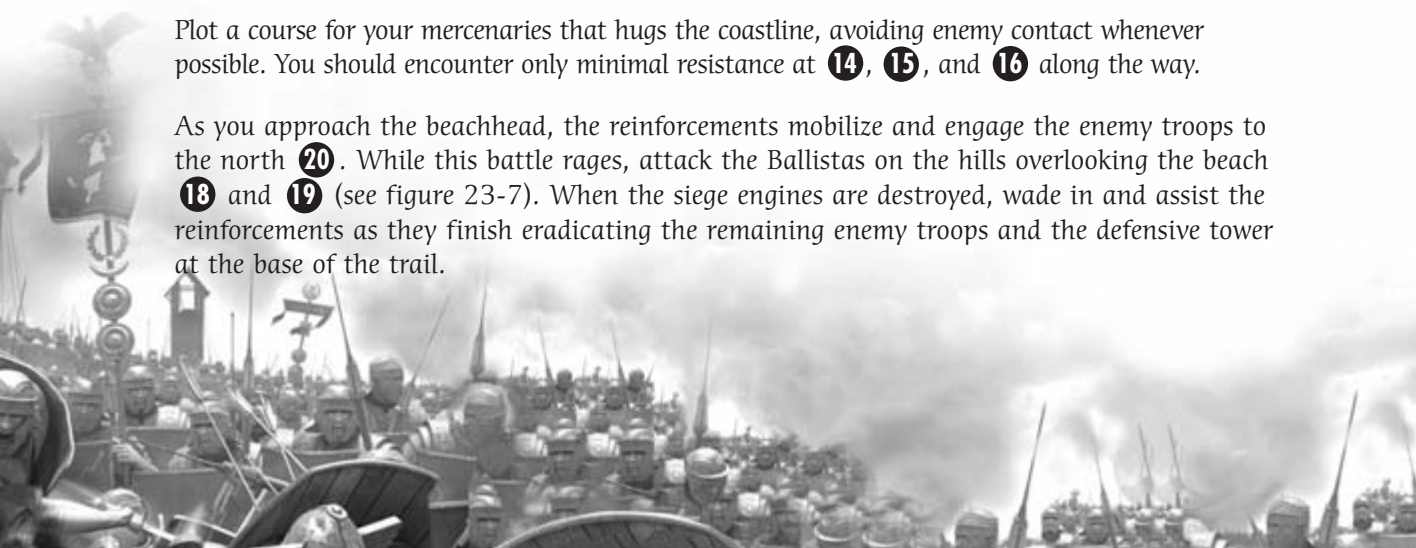




Fig. 23-7. Lay waste to the siege engines on the hill while your reinforcements do battle on the beach below.

Enemy reinforcements from the north **12** start moving in shortly after the conclusion of the beach battle. Once they're out of the picture, start your trek northward.

The reinforcements aren't under your control—they have a mind of their own. As such, they move directly toward Nymphaeum **VI**. Send

your mercenary troops into the fray (see figure 23-8). You can do the most good by attacking the defensive towers—one is at **13** and the other is just east of the village.

Fig. 23-8. The reinforcements march straight into the enemy village, and you have little choice but to follow their lead.

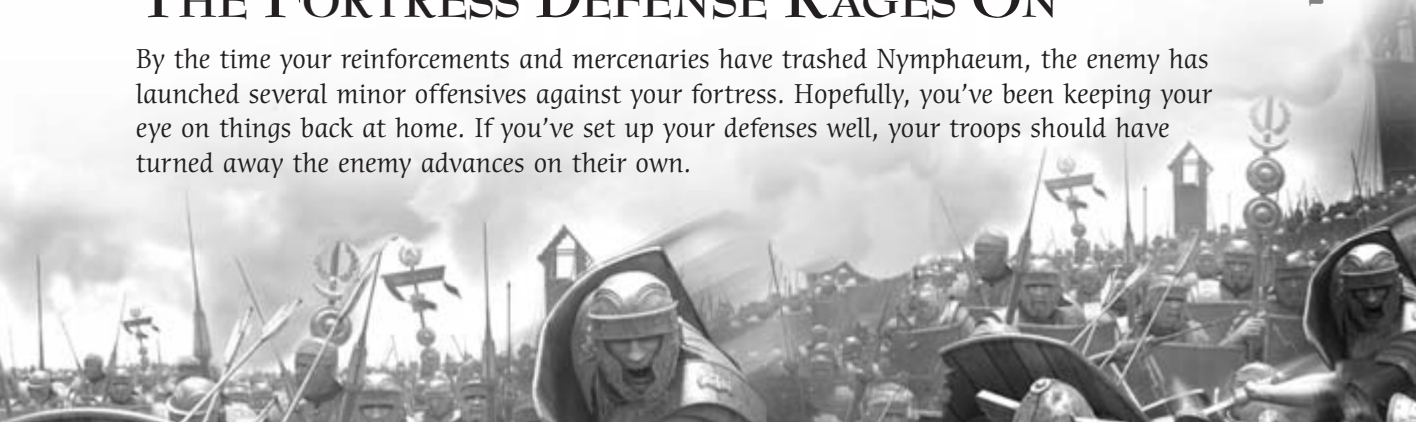
After dealing with the defensive towers, continue into the village clearing (following your reinforcements' lead) and wipe out everything that moves. Torch the village garrison for good measure.

When the reinforcements are finished with Nymphaeum, they continue north out of town. Follow their lead, keeping an eye out for enemy fire from the defensive tower immediately north of the village on your way out.



THE FORTRESS DEFENSE RAGES ON

By the time your reinforcements and mercenaries have trashed Nymphaeum, the enemy has launched several minor offensives against your fortress. Hopefully, you've been keeping your eye on things back at home. If you've set up your defenses well, your troops should have turned away the enemy advances on their own.



About 12 minutes or so into the mission, the enemy launches another full-scale attack on the side gate. Turn your attention back to the fortress and have your defenses in order, both on the wall and inside the gates.

Shortly thereafter, an enemy force attacks the main gate and the northern section of the front wall from the south **2**. This attack is brutal and requires your immediate attention (see figure 23-9). Bolster the defenses along the entire front wall, and prepare to repel invaders as they clamber up their Assault Ladders.

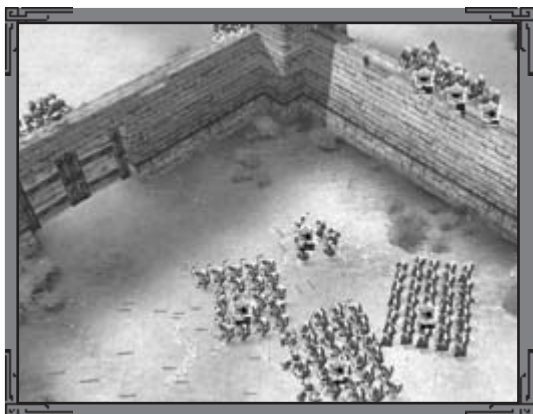


Fig. 23-9. While siege engines assault the side gate, a massive enemy force attacks the front wall (about 14 minutes or so into the mission).

When the threat to the west is cleared, pull all of the troops you've got from that area and reinforce the front wall and gate. You need to keep the enemy at bay until your reinforcements reach the fortress.



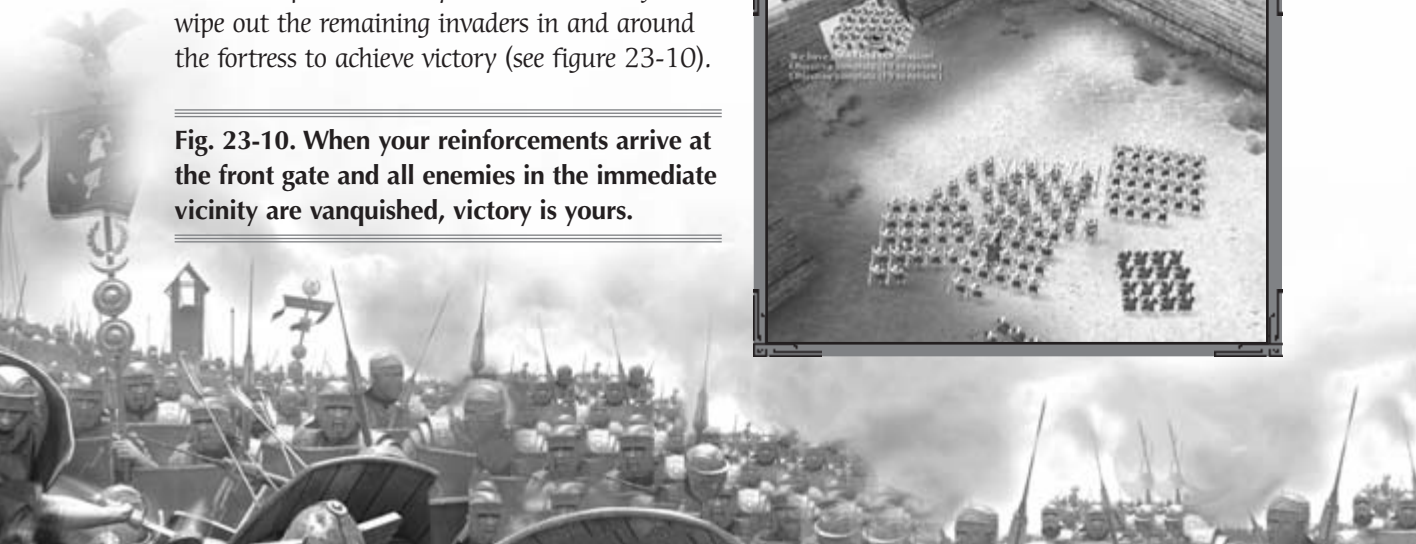
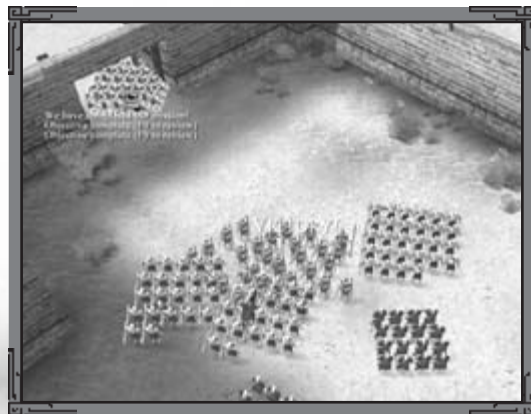
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THE REINFORCEMENTS ARRIVE!

If you did your job well, some reinforcements should remain. Even if your mercenary forces are killed off on the way, the reinforcements continue toward the fortress via the most direct route.

When they arrive at the front gate, the reinforcements are placed under your control. Now just wipe out the remaining invaders in and around the fortress to achieve victory (see figure 23-10).

Fig. 23-10. When your reinforcements arrive at the front gate and all enemies in the immediate vicinity are vanquished, victory is yours.





CHAPTER 24

THE END OF THE REPUBLIC

The Plains of Pharsalus, Central Greece, June 6th, year 48 B.C.

MISSION BRIEFING

In the plains of Pharsalus begins the end of the Republic of Rome: Julius Caesar and his veteran legions have defeated Pompey the Great.

Your task will be to assault Pompey's encampment and eliminate all Pompeian resistance in the area, while Julius Caesar goes in pursuit of his former friend and ally.

Pompey and his senatorial allies have been completely defeated, and now the great general flees to the coast disguised as a merchant with Julius Caesar trailing just behind him.

Our mission now is to finish off whatever remains of the Pompeian forces that are entrenched in their encampment. There are some mercenary encampments in the area, too. They were allied with Pompey and they may endanger our operations here. But, with the general defeated, they could be convinced to surrender. Eliminate their leaders and healers and perhaps the rest will lay down their arms.

OBJECTIVES

1. Destroy the Pompeian encampment
2. Quintus Tullius Cicero must survive

Table 24-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	2	2	1
Balearic Slingers	2	2	1
German Cavalry	1	1	1
Legionaries	3	3	2
Praetorians	2	1	1
Centurion (Quintus Tullius Cicero)	1	1	1
Physician	1	1	1
Assault Ladders	3	3	3
Assault Tower	1	1	1
Battering Ram	1	1	1
Catapults	4	4	3

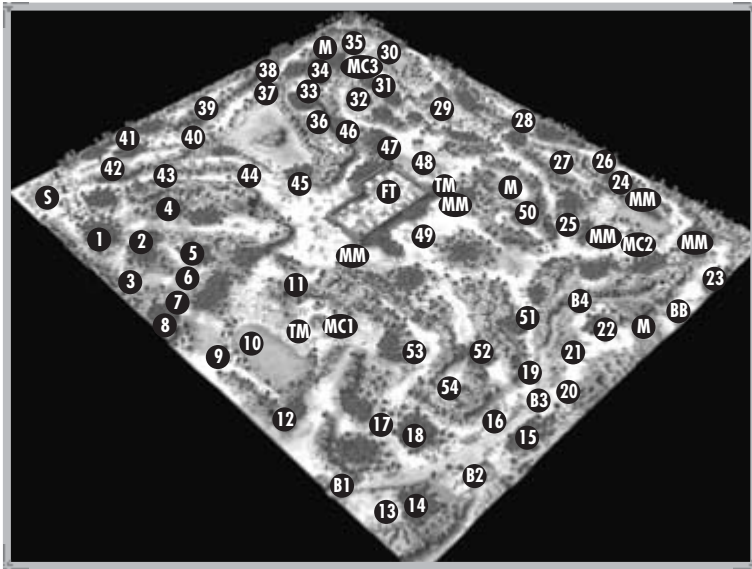


Fig. 24-1. The End of the Republic map

Map Key

- S** Your Starting Position
- FT** Fortress
- MC1–MC3** Mercenary Camps
- TM** Thracian Mercenary Troops
- MM** Macedonian Mercenary Troops
- M** Stranded Mercenary Troops
- B1–B4** Bridges
- BB** Broken Bridge
- 1–54** Enemy Troop Starting Locations

RECRUITING THE THRACIANS

When you factor in the three mercenary encampments, there are just too many enemies present for you to attack the fortress on your own. Besides, you have no way to build new troops unless you capture some villages. You need to bolster your forces, so the only logical course of action is to capture mercenary camps before you begin your siege. We'll start with the closest one: the Thracian camp **MC1**.



Although there is a direct route from your starting position to the Syrian mercenary camp **MC3**, don't engage that camp first! The Syrians won't surrender, and taking that route stirs up nearby enemy forces, which initiate an attack on your starting position shortly after your attack troops begin their trek.

Leave your hero (Quintus) behind with the Auxiliary Infantry and the siege equipment, and send the rest of your troops and your Physician southeast along the edge of the map. (Promote a new Centurion to accompany your troops as well.) Send your German Cavalry ahead to engage the enemy troops in the nearby forests at **1** and **2**, while your other troops continue along the road and engage the first group of enemies there **3**. The battle in this area sometimes attracts a stray troop from the north **4**.

The next enemy resistance is encountered on the hill west of the mercenary encampment. All of the enemy troops on the road **5**, **6**, and **7** attack in concert. Use your German Cavalry to deal with the weaker enemies (they make fast work of Auxiliary Archers), while your other troops deal with the rest. Expect enemy reinforcements to arrive from the road near the village **9** shortly after you engage.

When the road is clear, press on. Send one or two troops to deal with the enemies hiding in the forest to the west **8** as you move past.

At the bottom of the hill west of the village, enemy troops hide in the tall grass **10**. Keep your distance for the moment, and order your Auxiliary Archers to set fire to the grass (see figure 24-2). While your archers keep the enemies here busy, bring the rest of your forces into the valley and prepare for a confrontation.



Fig. 24-2. Take out the Pompeian forces in the grass by setting fire to it.

When you arrive at the camp, the Thracian mercenaries **TM** are your enemies and you must fight them when they engage you. Your goal, however, is to kill as few mercenaries as possible. When the mercenaries attack, reserve some of your troops and split them into two groups. Send one group onto the hill above the village to take out the Catapults there **11**. Send the other to find and kill the mercenary Physician who is wandering around in the village clearing.

When you kill the Physician, a mercenary Centurion emerges from the village. Chase him and take him out as quickly as possible. When he dies, the mercenaries turn neutral and the fighting stops. To turn the mercenaries to your side, order Quintus to the mercenary village. When he comes close to the mercenaries, they become yours to command (see figure 24-3). When you order Quintus to the mercenary camp, plot his course along the path you cleared on your way in.



With all of the Thracians now on your side, order a Centurion (not Quintus) into the mercenary camp and start building new troops.

Fig. 24-3. With their Physician and Centurion dead, the Thracian mercenaries are yours to command as soon as Quintus arrives.

NOTE

Quintus must move close to each mercenary troop for them to join your army. Mercenaries who don't "see" Quintus remain neutral. If you see white (neutral) blips on the map, send Quintus to visit them to turn them to your side.

TIP

As you build new troops at the captured mercenary camp, send a number of good defensive troops back to your starting position to guard the siege equipment.

RECRUITING THE MACEDONIANS

The trek to the Macedonian's encampment **MC2** is long and grueling, but you need to get them on your side. When you've built up sufficient new forces, set up adequate defenses at the Thracian camp and leave Quintus there for safekeeping.



Assemble an attack force made up of troops that can move through forests (include one Auxiliary Infantry troop—you'll need them later), and march them toward the southern corner of the map on the high road that runs along the map edge. You should encounter only one pocket of resistance **12** before you reach the first bridge **81**.

When you cross the bridge, you encounter two groups of enemies at **13** and **14**, including some Praetorians (see figure 24-4). Attack in force and you should get through relatively unscathed.



Fig. 24-4. The enemies on the other side of the first bridge include a troop of tough-to-kill Praetorians.

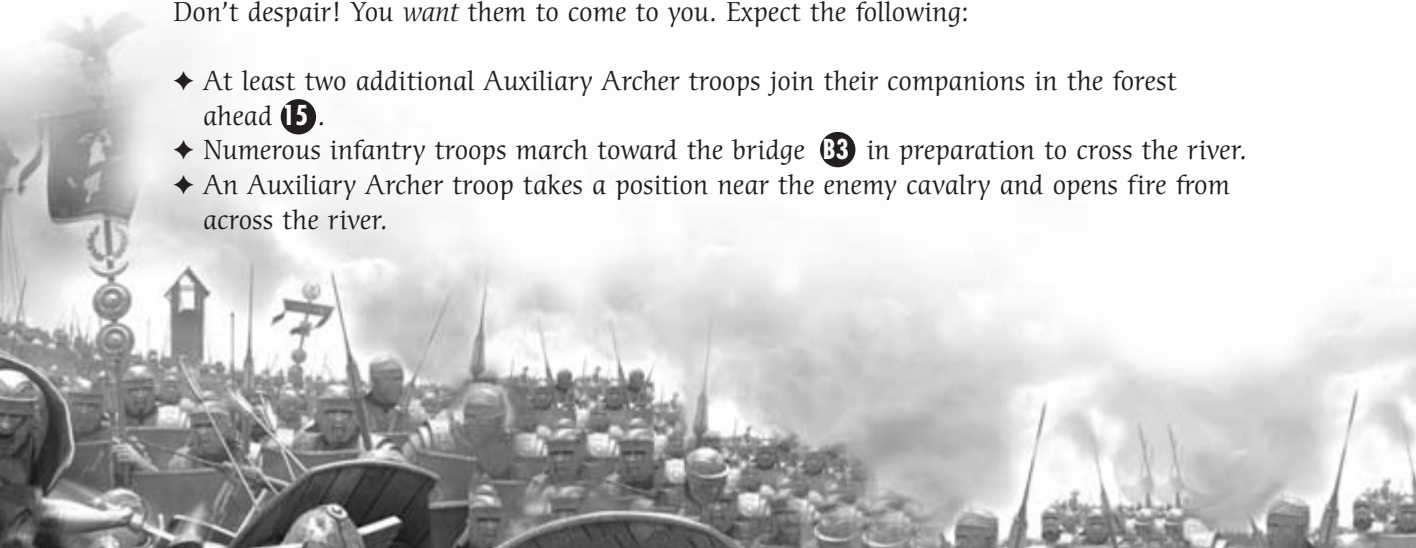
NOTE

If your attack force includes any troops who cannot move through forests, you must part ways with these troops just past the first bridge. Your attack force must follow the southeastern shore of the river, and the only route is through thick forest.

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Proceed northeast through the forest and cross the second bridge **82**. Although the opposition *looks* fairly light on the road ahead, this is deceiving. Stop your troops just short of the forest to avoid contact with the enemy Auxiliary Archers stationed there **15**, and have your ranged attackers open fire on the cavalry on the other side of the river **16**. This sets off a chain reaction that brings in enemy reinforcements from several directions **17**, **18-21**. Don't despair! You *want* them to come to you. Expect the following:

- ◆ At least two additional Auxiliary Archer troops join their companions in the forest ahead **15**.
- ◆ Numerous infantry troops march toward the bridge **83** in preparation to cross the river.
- ◆ An Auxiliary Archer troop takes a position near the enemy cavalry and opens fire from across the river.



When the enemy Auxiliary Archers in the forest open fire, that's your cue to start moving. Send your melee troops into the forest to deal with the archers. Shift your ranged attack troops' target from the cavalry to the archers on the other side of the river.

TIP

Balearic Slingers come in very handy in this mission. They are a valuable addition to your attack troops.



When the enemy Auxiliary Archers in the forest are eliminated, move your melee troops toward the bridge **B3** to meet the oncoming enemy infantry (see figure 24-5). Meanwhile, if the enemy archers north of the river are out of the way, shift your ranged attackers' fire back to the enemy cavalry. (The enemy cavalry troops stay where they are until you eliminate all of their infantry compatriots.)

Fig. 24-5. You must take on numerous enemy troops from both sides of the river in the forest near the third bridge **B3.**

Finally, when the enemy infantry is defeated, the remains of the enemy cavalry charges across the bridge. Meet them head on and take them out but, whatever you do, *don't cross the bridge*.

encounter the last vestiges of enemy resistance at the top of the hill **22**. The two troops to the east of the forest **M** that *appear* to be enemies at first are actually stranded mercenaries who join your army as you approach. This is fortuitous, because you probably can use a little help at this point.

TIP

Several stranded mercenary troops **M are scattered about the map. Whenever you're near one of them, move one of your troops close to the mercenaries to make them join your side.**

There are two approaches to the Macedonian camp—across the bridge **B4** and through the forest, or across the broken bridge **BB** and then west. The latter is the better choice, because the path through the forest leads directly to a defensive tower.





Keep an eye on the mini-map to make sure your siege equipment back at your starting position and your captured village are safe. It takes a while for the enemy to mount an attack, but they eventually do. Defend all allied positions as necessary as you proceed with the mission.

Repair the broken bridge and cross it. Take out the Pompeian troops on the other side **23** and follow the road as it bends west toward the mercenary camp. There are numerous Macedonian mercenaries **MM** around the camp, and all of them engage your troops as you approach. Follow the same procedure here that you used when capturing the Thracian camp—locate and kill the Physician and then take out the Centurion when he leaves the village. The fewer Macedonian troops you kill in the process, the more mercenaries you have available later in the mission.

After the mercenaries surrender, order Quintus to the Macedonian camp to recruit the troops to your side. You're probably close to your Unit Control Point limit at this point, but install a Centurion in the village and fill up the unit build queue so that reinforcements are produced as your existing troops are whittled away.



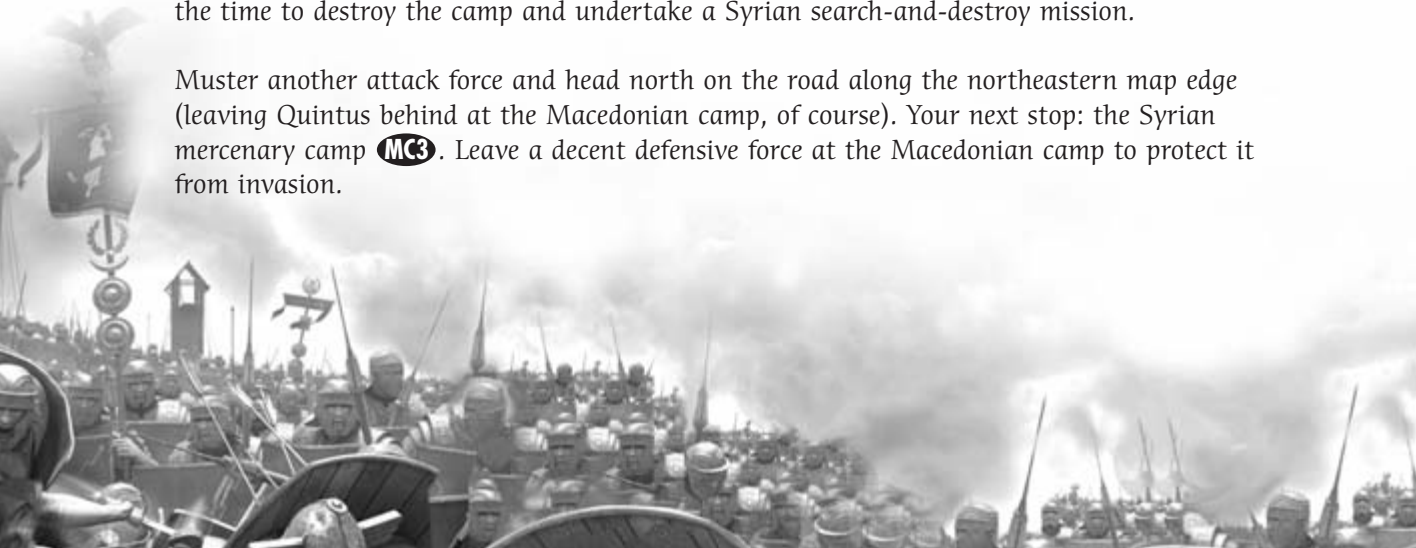
The enemies near the Macedonian encampment at **24 and **25** attack as soon as the mercenaries join your side. Deal with these threats, but don't stray far from the village.**



STORM THE SYRIANS

Two down, one to go! Unfortunately, no matter what you do, you cannot force the Syrians to surrender, even if you kill their Priest and their Official. There are Syrian troops all over the map at this point, and their encampment **MC3** is constantly producing more. Therefore, take the time to destroy the camp and undertake a Syrian search-and-destroy mission.

Muster another attack force and head north on the road along the northeastern map edge (leaving Quintus behind at the Macedonian camp, of course). Your next stop: the Syrian mercenary camp **MC3**. Leave a decent defensive force at the Macedonian camp to protect it from invasion.



You encounter your first resistance atop the first steep hill **26**. The enemy troop on the road below **27** joins in this fight, but you should prevail easily. Stay as close to the map edge as you can as you proceed north. The next enemy troops are at the top of the next steep grade **28**. Once again, this should be an easy victory on your part (see figure 24-6).



Fig. 24-6. Enemy resistance on the road between the Macedonian and Syrian mercenary camps is minimal.

NOTE

The enemy cavalry initially stationed at map position **28** might move north of that position before you engage. If this is the case, you will encounter the cavalry farther along the road.

Once you've cleared these enemies, you are forced to leave the road (it dead-ends at a cliff northwest of position **28**). Proceed northwest between the cliff at the base of the road and the shallow lake, and through the small forested area. Deal with the enemies on the other side of the forest, south of the small lake **29**, and continue northward on the road. Turn west and enter the encampment through the narrow pass between the tall grass and the small lake. Stay out of the tall grass to avoid immolation!

When you enter the camp, expect attacks from all sides **30-35**. Send your melee troops in to engage the Syrian troops while your ranged attackers hit the garrison. Recruit the stranded mercenaries on the hill to the north **M** if you need reinforcements.

Because the Syrians won't surrender, you can either capture the village or burn it to the ground (see figure 24-7). Either way, this Syrian soldier factory is out of commission.

Fig. 24-7. Capture or destroy the Syrian camp **MC3** to eliminate their source of troops.



SEARCH AND DESTROY

Once again, you can use the knowledge of troop positions provided in this guide to your advantage and perform a few preemptive strikes before you begin your siege.

Start in the area around the Syrian encampment **MC3**. Send your troops at the Syrians west. Climb the hill at position **33**, and proceed south through the forest. A large Pompeian force **36** waits on the other side. Take them out. This position overlooks the northwest wall of the fortress, and from here the enemy would otherwise tear you to shreds later in the mission (see figure 24-8).



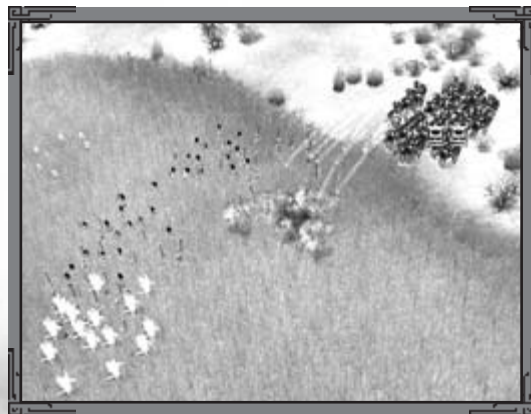
Fig. 24-8. Capture the hill overlooking the north wall of the fortress to reduce resistance during the siege.

After the hill is secure, shift your attention to the first mercenary village you captured **MC1**. Check the grassland adjacent to the village **10** for enemies. Chances are that Syrian mercenaries have set up camp here and are ready to strike the camp the moment you mobilize your attack force. Muster your troops at **MC1** and take these enemies out before

they have the chance to attack (see figure 24-9). Stay out of the high grass during the fight, and give pursuit if the enemies flee into the surrounding forest.

Fig. 24-9. Avoid future suffering by taking out any enemies lying in wait near the first mercenary village **MC1.**

The last leg of the search-and-destroy mission clears a path between your original starting point **S** and the enemy fortress **FT** so that you can get your siege engines and troops through. There are numerous enemies in this



area (40–44), plus some remaining troops at (4), and all must be cleared to ensure safe passage.

Make sure that your starting position is adequately protected (send in some troops from the first mercenary camp (MCI) to bolster the defenses as necessary). Next move your troops in the north (who should still be at map location (36)) off of the hill and onto the road that follows the map's northwest edge. Work your way westward, taking out every enemy troop emplacement along the way. Don't stop until all enemy positions (37–44) are cleared (see figure 24-10).



Fig. 24-10. Clear out the enemies in the northwestern section of the map to clear a path between your starting position and the fortress.

SIEGE TIME (FINALLY)

If you've followed the walkthrough, the only remaining enemy forces of any consequence are located around the fortress itself (45–49). That means it's time to start the siege.

You should have a clear route to mount a two-pronged attack from the east and west. Build new Catapults and Assault Towers as needed, and start moving in from your starting position. Precede the siege engines with as many escort troops as you can muster.

NOTE

For general tips and strategies on mounting a siege against an enemy fortress, see Chapter 2.



NOTE

You cannot move in directly from the south even if you have siege equipment at the first mercenary camp (MC1)—send the troops in this location to join the attack force proceeding east from your starting location.

Hit the front (southwest) side of the fortress first. Send your escort troops in first to run interference for your siege equipment as you approach. When your troops arrive, expect heavy resistance, both from the troops inside and on the walls of the fortress and from the surrounding enemies, especially the large Syrian contingent at 48 (see figure 24-11).

Fig. 24-11. The enemies in and around the fortress mobilize to your location as you approach.

When the enemy troops at the fortress are sufficiently occupied by your first attack wave, send in the siege engines at the second mercenary camp (MC2). Once again, precede the siege equipment with a number of troops to run interference. There is significant enemy presence along the south wall 49. Once the enemies to the south are eliminated, the southeast wall is the perfect place for a massive incursion (see figure 24-12).



Fig. 24-12. With most of the enemy occupied at the southwest and northwest walls, the fortress is ripe for attack from the southeast.



TIP

Neutral mercenaries **TM**, **MM** are scattered around the fortress. If things start going badly, consider sending Quintus to the battle area to recruit the mercenary troops.

As soon as you have cleared most of the enemies around the fortress, start hitting the central fortress building with everything you've got. The easiest way to destroy this building is to have your Auxiliary Archers target the building from the fortress wall (see figure 24-13). Keep sending in additional troops to protect the archers and to take out any additional enemy troops that are recruited in the fortress.

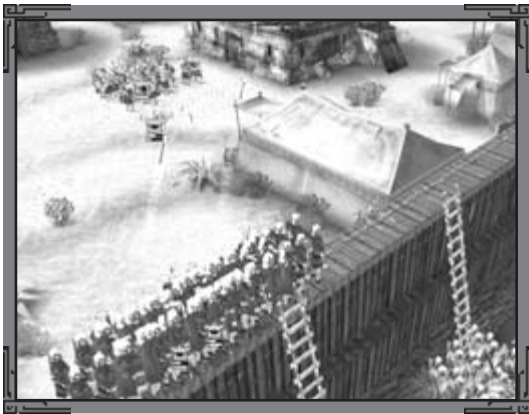


Fig. 24-13. Your ultimate goal is the destruction of the central fortress building.

As soon as the central fortress building is destroyed, the mission ends in victory, regardless of how many enemy troops remain.





CHAPTER 25

THE BATTLE FOR ALEXANDRIA

City of Alexandria, Delta of the Nile, Egypt, January 25th, year 47 B.C.

MISSION BRIEFING

In the beginning of the year 47 B.C., Julius Caesar arrives in Egypt in pursuit of Pompey, but he finds out that the great Roman general was treacherously assassinated as soon as he set foot on Egyptian land.

The goal in this mission is to defend Caesar's forces from being besieged by Pompey's murderers, the Egyptian rebels.

We should never have come to Egypt with such a small army. Now we find ourselves besieged in the Palace of Alexandria, surrounded by enemies, numerous as the sands of the desert and resolved to kill Julius Caesar, now in his time of weakness.

We do not have enough boats to break the blockade that the former Pompey allies keep over Egypt, so we won't be able to escape by sea.

We can do little but pray that our allies from Asia Minor and Syria arrive soon. Until then, we must defend ourselves with all the courage we can muster.

OBJECTIVES

1. Defend the fortress
2. Defend the port
3. Burn the boats

Table 25-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Archer Cavalry	2	2	2
Auxiliary Archers	4	4	3
Balearic Slingers	4	4	3
Equites	2	2	2
Gladiators	4	3	3
Legionaries	4	4	4
Praetorians	2	2	1
Spearmen	4	3	3
Centurion	1	1	1
Physician	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1
Ballistas	2	2	2
Catapults	2	2	2



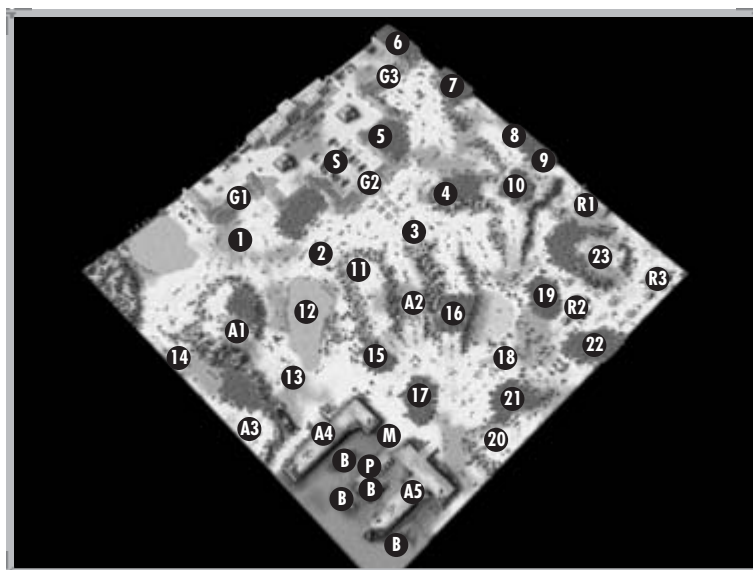


Fig. 25-1. The Battle for Alexandria map

Map Key

- S** Your Starting Position (Alexandria)
- G1** Southwest Gate
- G2** Main Gate
- G3** Northeast Gate
- R1-R3** Rebel Villages
- P** Port
- B** Boats (Galleys)
- A1-A5** Allied Egyptian Troops
- M** Egyptian Messenger (Starting Location)
- 1-23** Enemy Troop Starting Locations



DEFENDING ALEXANDRIA

NOTE

This mission, despite its intensity, is fought just like any other fortress defense mission. For general tips and strategies for this mission type, see Chapter 2.

The first attack on the city arrives moments after the mission begins. The enemy troops south of your location at **1-3** mobilize immediately and launch a simultaneous attack on the southwest and main gates at **G1** and **G2**. These first attack groups are relatively small, but they can still do some damage if they make it to the gates. Get

your ranged attackers on the wall immediately, and set up defenses inside the two gates just in case (see figure 25-2). Send troops through the gates to deal with the enemy if need be.





Fig. 25-2. Man the walls as soon as the mission begins to turn back the first enemy onslaught.

TIP

The lion's share of the first attack is concentrated on the southwest gate. Assign the bulk of your defenders to guard this gate.

While your first troops are dealing with the initial attack, send more ranged attackers to the wall above the northeast gate **63**. Before long, this gate comes under siege as well.



If they are spotted by any of your troops or scouts outside the fortress, expect the enemies hidden in the forests adjacent to the fortress walls at **5** and **6** to mobilize and attack.

When you have a moment, start pumping out new troops from the two fortress buildings. Concentrate on ranged attackers first—your initial complement of Auxiliary Archers and Balearic Slingers are probably dropping like flies by this point.

The attacks continue nonstop throughout the first part of the mission (fed by a constant

stream of enemy troops from the *huge* repository of siege equipment in the south **18**). After the initial couple of minutes, most of the attacks concentrate on the main gate (see figure 25-3). Redistribute your defenders as needed to deal with the ever-changing battle conditions.

Fig. 25-3. After the initial attacks, your enemies concentrate most of their siege efforts on the main gate.

TIP

A single successful shot from a Ballista can destroy a Catapult or wipe out a considerable number of troops. Consider deploying Ballistas outside the gates to deal with incoming attackers.



INTERMISSION

After about eight minutes or so of solid combat, there is a brief lull in the action. Take advantage of this time of inactivity to regroup. Assign Auxiliary Infantry troops to repair the gates, redistribute your wall defenders, and get your Catapults and Ballistas deployed near (or outside) the gates where they can do the most good. The intermission doesn't last long, so use your time wisely.

This is also a good time to get a jump on defending the port (which you'll be called upon to do shortly). Assemble a large offensive group and exit through the southwest gate (see figure 25-4).



Fig. 25-4. Get a jump on the port defense portion of the mission by sending a large offensive force during the short "intermission" after the first wave of attacks.



CAUTION

While you're sending your preemptive strike force south to the port, keep your eyes on Alexandria as well. The next wave of enemy attacks on the fortress begins only a few minutes after the first wave ends. When the siege restarts, you need to divide your attention between your strike force in the south and your defensive troops at the fortress. When in doubt, favor the fortress defense.

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To avoid detection by nearby enemies, set a course directly for the map's west corner, and then turn south. Send about half of your troops to confront the enemies at the base of the hill **14**, and the other half to hit the enemies in the tall grass **12**. Nubian Archers hide in the tall grass, so take a Physician with you to heal the poison effects.

When the enemies at all three locations are out of the way, send a single troop to stand with your allies at positions **A1** and **A3**. Send the remainder of your attack force toward the port. Assist in the battle taking place between your allies at the port and the enemies on the road **13**. If any allied troops remain in the port area, station one troop near each group.

Proceed east and take out the enemies in the forests there **15–17**, and station a single troop with your allies near the center of the map **A2**. You might also have to deal with some stray troops from the east **18** in this area.

After your attack force completes these tasks, send every troop that is not babysitting an allied troop position to the port area. Form stout defensive lines along the port entrances—the ramps leading up onto the docks themselves and the openings to the two sandbars. Soon you'll face an onslaught from the east.

THE SIEGE RESUMES

The next round of attacks begins about 11 minutes into the mission. Once again, the enemy troops concentrate on the main gate. The fighting is intense as siege engines and troops arrive from all directions (see figure 25-5).



Fig. 25-5. After the brief intermission, enemy troops attack the main gate with a vengeance.

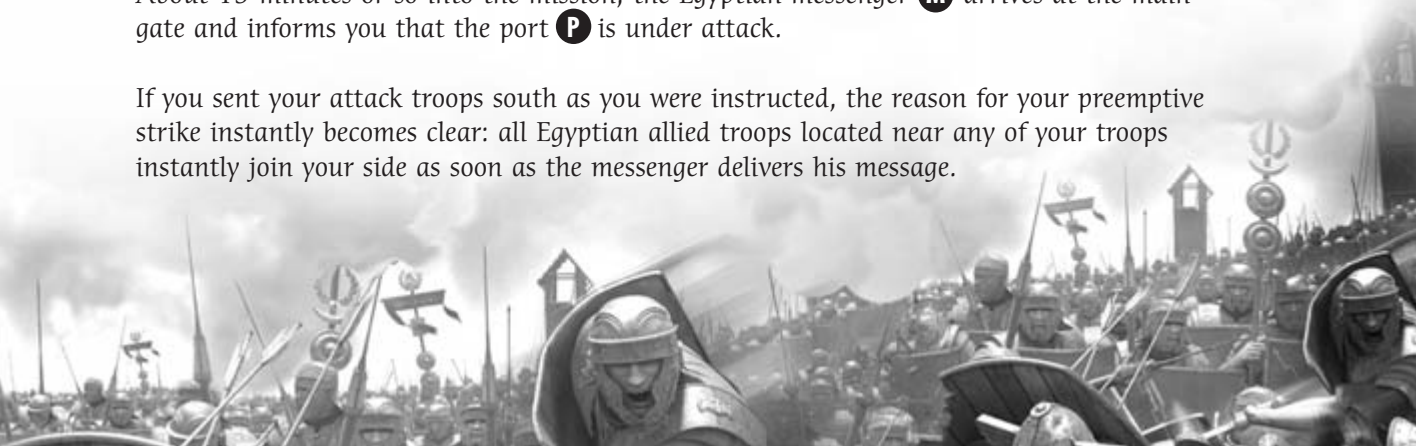
Watch the other gates as well—particularly the southwestern—for smaller attacks as the siege begins anew.



TWO-FRONT DEFENSE: FORTRESS AND BOATS

About 15 minutes or so into the mission, the Egyptian messenger **M** arrives at the main gate and informs you that the port **P** is under attack.

If you sent your attack troops south as you were instructed, the reason for your preemptive strike instantly becomes clear: all Egyptian allied troops located near any of your troops instantly join your side as soon as the messenger delivers his message.



When you're sure the fortress is safe (for the moment), turn your attention to your troops in the south. Add all of your new allies to your defenses at the port (see figure 25-6).



Fig. 25-6. Move your newly recruited Egyptian allies to the port to bolster your defenses there.

You need ranged attackers at the port eventually—archers of any type and Catapults are best. Start building Catapults on the docks and on the sandbar between the docks. Keep these well behind your defensive lines. If there are no archer-type units (Auxiliary Archers and Archer Cavalry) among the port defenses, send in a few from the fortress (using safe routes, of course).

Place the archers with the Catapults: on the ends of the docks and/or sandbars, well back from the defensive front.

There's trouble brewing outside of Alexandria. The enemy is assembling another siege on your tattered defensive forces there, just outside the northeastern gate (see figure 25-7). At the same time, enemy forces from the northeast **18** start moving in toward the port **P**. This large force is out to destroy the boats.

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Fig. 25-7. Shortly after the messenger arrives, the enemy assembles yet another attack group with which to siege the fortress.



You must hold both the port and the fortress. If the boats **B** are destroyed (at this point) or Alexandria is overrun, the mission is a failure. The battle rages on both fronts simultaneously, and it is brutal—the enemy has an endless supply of troops thanks to the three rebel encampments.



Although your ultimate goal is to destroy the boats, you cannot get an early start on this objective! If the boats are destroyed before your objectives change (as described later), you fail the mission.

ON SECOND THOUGHT, LET'S *DESTROY* THE BOATS

You must hold your ground on both fronts for what seems like forever. As it turns out, your port defense was all for naught. At about 24 minutes or so into the battle, the enemy is pronounced “too strong,” and your objectives change. Your new assignment: destroy the boats.

Make sure your defenses are strong on both fronts, and get busy attacking the boats **B**. If you heeded the earlier advice, you should have several Catapults and a number of Auxiliary Archers and/or Archer Cavalry ready and waiting on the docks. Open fire on all boats with everything you’ve got (see figure 25-8).



Fig. 25-8. The moment your objectives change, open fire on the boats.

During your attack on the boats, continue to hold both of your defensive lines—you must keep the fortress from falling *and* protect your boat attackers until they can complete their mission.

The moment all boats are lying in ruins at the bottom of the harbor, your mission is complete (no matter how many enemies remain).





CHAPTER 26

FRIENDS AND ALLIES

Near Pelusium, Desert of Sinai, Egypt, March 27th, year 47 B.C.

MISSION BRIEFING

To the aid of Caesar in Egypt come Mithridates of Pergamum, a rich Roman citizen from Asia Minor, and Antipater, governor of Judaea. Loyal allies, they have recruited a private army in the Near East, which they have placed under command of Caesar.

You must deal with any Egyptian rebels in the vicinity and restore Roman control and influence in the Nile Valley.

Now that our allies have arrived, the time has come to crush the rebellion. Our main task is to capture or destroy all enemy villages.

To help us with our mission, our allies have each established a base in the zone: the army of Mithridates of Pergamum, with the legions from Syria and Asia Minor, and the army of Antipater of Judaea.

Remember that you can ask them for help at any time, and that you owe them the same loyalty. Do not allow them to be destroyed.

OBJECTIVES

1. Capture or destroy all enemy villages
2. Your Syrian allies must survive
3. Your Judaeen allies must survive

Table 26-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	4	3	3
Camel Archers	1	1	1*
Camel Riders	1	1	1
Guardsmen	1	1	1
Equites	1	1	1
Legionaries	3	3	2
Praetorians	1	1	1
Spearmen	1	1	1
Wolf Scout	2	2	2

* Partial strength

In addition to your own troops, the troops of your Syrian and Judaeen allies are at your disposal. The Syrian troops available at the start of the mission are shown in Table 26-2. The Judaeen troops available at the start of the mission are shown in Table 26-3.



Table 26-2. Syrian allied troops available at the start of the mission

Troop Type	Easy	Normal	Hard
Auxiliary Archers	1	1	1
Auxiliary Infantry	1	1	1
Equites	1	1	1
Spearmen	1	1	1
Hawk Scouts	2	2	2
Wolf Scouts	1	1	1

Table 26-3. Judaeian allied troops available at the start of the mission

Troop Type	Easy	Normal	Hard
Archers	2	2*	2*
Guardsmen	1	1	1
Camel Riders	1	1	1
Soldiers	2	2	2
Slaves	1	1	1
War Chariots	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1

* One at partial strength

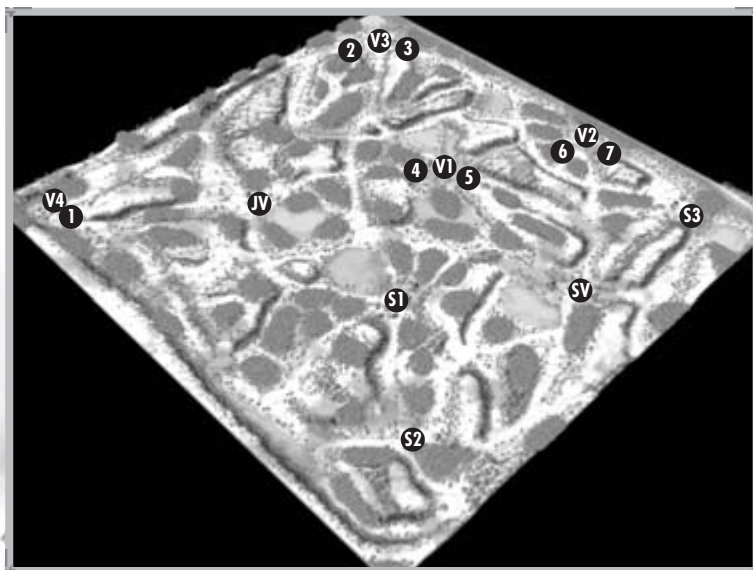


Fig. 26-1. Friends and Allies map

Map Key

- S1-S3** Your Starting Positions (Villages)
- JV** Judaeian Village (Allies)
- SV** Syrian Village (Allies)
- V1-V4** Enemy Villages
- 1-7** Enemy Troop Starting Locations

NOTE

The starting positions of the enemy troops aren't indicative of their ultimate deployment. They scatter from their villages the moment the mission starts and position themselves all over the map. Don't worry, though—their deployment ultimately doesn't matter.

THE RULES FOR A SWIFT VICTORY

You've just been through two extremely difficult missions. Even with a detailed walkthrough in hand, "The End of the Republic" and "The Battle for Alexandria" are grueling, time-consuming experiences (see Chapters 24 and 25 for details).

However, if your timing is good and your troop-building skills are up to snuff, you should be able to get through "Friends and Allies" rather easily (by comparison).

The path to swift victory depends on your adherence to the following rules:

- ◆ Attack the enemy villages in the designated order.
- ◆ Destroy the enemy villages—don't capture them.
- ◆ Keep the troop-building queue full in all three of your starting villages—**S1–S3**—at all times. A variety of troops (including ranged troops, good attackers, and good defenders) works best.
- ◆ As new troops are produced, send them immediately into battle at the enemy village currently under attack (or directly to the next village in line if no village is currently under siege. This creates an effortless multifront attack on every enemy village with no in-depth strategic planning on your part.
- ◆ Keep track of all of your troops in the field and always keep them moving to their next designated target.
- ◆ Divert troops to defend your villages and those of your allies only when absolutely necessary.

With these rules etched into your mind, you're ready to start.

ATTACKING ENEMY VILLAGE 1

The enemy village near the map's center **V1** is the logical first target because it is close to **S1**, your most heavily defended village. It is also within easy striking distance of **S2**.



Order all of the troops at each of your three starting locations to converge on **V1**. When your troops are moving, fill the troop-building queues of all three of your villages. Remember: you need a constant flow of new troops for this battle plan to work.

As your troops approach the village, the enemy defenders nearby open fire and engage them, especially as your troops from **S1** round the high ground just southwest of the village. Ignore the defenders and press on. When you enter the village clearing, have your ranged attackers open fire on the village itself—destroy, don't capture! (See figure 26-2.)



Fig. 26-2. Auxiliary Archers from starting point **S1 open fire on the first enemy village **V1**.**

Shortly after your first troops arrive, troops from **S2** and **S3** (including all of the new troops you've been building during the first attack) start pouring in and lending their support. The first village falls in short order.



NEXT STOP: ENEMY VILLAGE 2



If you ever hear a cry for help from one of your allies or receive a message that one of your villages is under attack, *immediately* dispatch several troops to the beleaguered location. Your success depends not only on the destruction of the enemy villages, but on the survival of all allied villages as well.

When **V1** falls, start funneling your troops northeast to **V2**. This village is better defended than **V1**, but that's okay—by now, your troops are growing in number (see figure 26-3).





Fig. 26-3. Your ever-growing army leaves the ruins of enemy Village 1 on the way to its next target.

Attack this village just as you did the one before it, concentrating as much fire on the village proper as you can at all times. The constant influx of troops ensures that the village defenders are kept busy enough so that some of your men can concentrate on the village's destruction at all times.

Pummel this village and press on to Village 3.

The Fall of Enemy Village 3

After Village 2 falls, order your troops to their third target in the northern corner of the map **V3**. Like Village 2, this position is heavily defended; expect a lot of enemy resistance on the way in and in the village clearing itself. Once again, your multipronged attack ensures that your enemies cannot keep all of your troops busy at once. Despite your opponents' best efforts, you should be able to hit the village with an overwhelming attack that is over before your enemies know what hit them (see figure 26-4).

NOTE

As you put pressure on the villages in the east, your Syrian allies **SV** can mop up what remains of their attackers (who were operating out of **V1** and **V2**). If you're lucky, they might lend their assistance in your attacks on Villages 2 and 3.

Fig. 26-4. By the time you attack Village 3, your numbers are so great that you can almost afford to ignore enemy troops entirely.

Don't stop to admire your handiwork! Gather your troops and send them southwest for their final battle at Village 4.



TIP

Check the mini-map every once in a while to make sure all of your troops are mobilized. Things move so fast in this mission that it's easy to leave a few stray troops at a dead village or let newly built troops pile up in front of your villages. The strategy in this mission depends on overwhelming the enemy with your superior numbers, so you need every troop active at all times.

VILLAGE 4 BITES THE DUST

The last village standing is Village 4 **V4** in the western corner of the map, and the enemy is definitely on the defensive.

Like the Syrians before them, your Judaeen allies **IV** are happy to lend a hand in your efforts once the destruction of the enemy villages on their side of the map frees their troops and village from constant attack. In a heroic display of overkill, they join in the

fracas at Village 4 and help you turn it into a smoking crater (see figure 26-5). In fact, they often arrive on the scene before your troops move in from Village 3.

Fig. 26-5. Your Judaeen allies assist in the destruction of the last village.

You arrive at the village clearing in such huge numbers and from so many directions that even the entrenched enemies in the village's defensive tower can't put a damper on your fun. Assign a couple of troops to handle the enemy troops in the area, and send the rest of your troops in to start working on the village proper (see figure 26-6).



Fig. 26-6. Even when you divert some of your troops to take out the defensive tower, you still have plenty left over to tear the village to shreds.

The moment the fourth enemy village crumbles, the mission ends and you are victorious.





CHAPTER 27

JUST ONE... MORE...FIGHT

Near Munda, Hispania, March 17th, year 45 B.C.

MISSION BRIEFING

In the year 45 B.C., Gaius Julius Caesar has been fighting for 13 years without interruption. But he cannot hope to rest yet. Pompey's sons have regrouped in Hispania, and the entire province has risen against Caesar. Before being able to return to Rome and bring peace to the Empire, Julius Caesar has a final task before him.

Just one more battle, and it will be over.

Of all of Caesar's officials at Gaul, Titus Labienus was the only one who betrayed him to fight for Pompey. So, the man who knows the most about Caesar's tactics has been the one who has fought him the longest in this Civil War.

Caesar has routed the army of the sons of Pompey, and Titus Labienus has fled to their encampment. Your mission is to pursue him and finish him off.

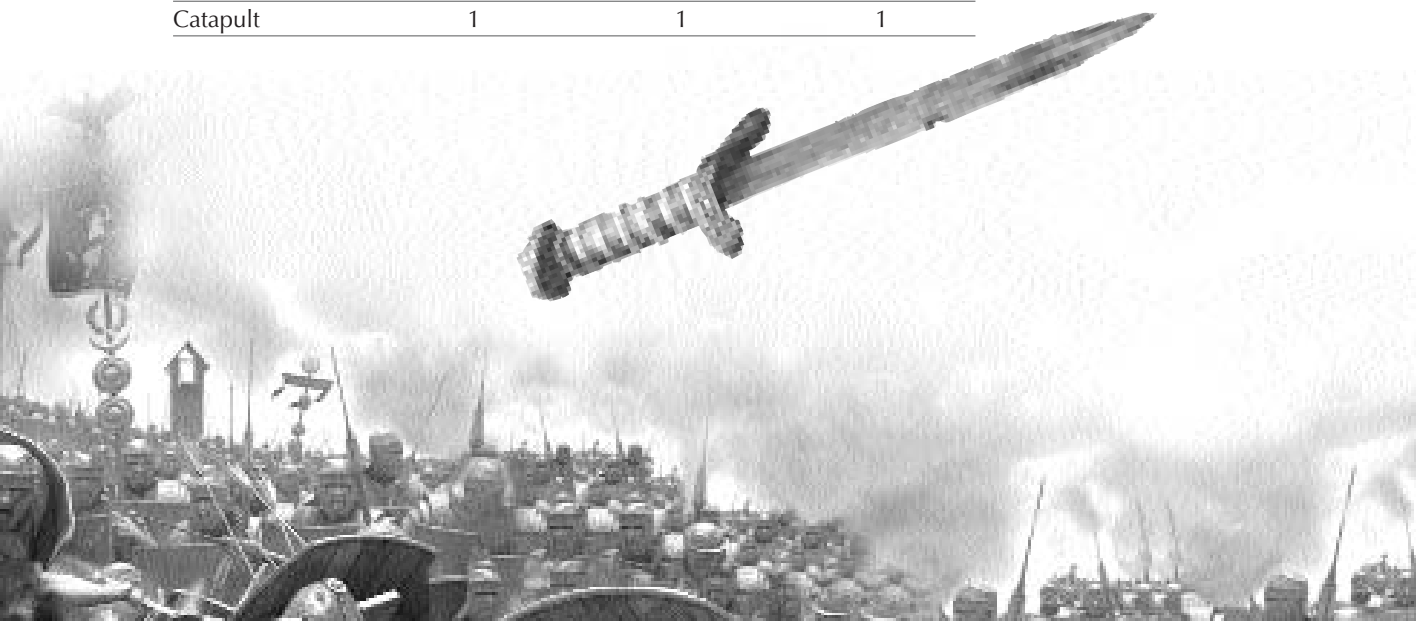
Unfortunately, our available forces are not enough for this task. However, the area is full of mercenaries eager to be on the winning side. Destroy the tents of the mercenary officials, killing as few defenders as you can, and you will have their allegiance.

OBJECTIVES

1. Kill Titus Labienus

Table 27-1. Starting troops for each difficulty level

Troop Type	Easy	Normal	Hard
Auxiliary Archers	2	2	2
Auxiliary Infantry	1	1	1
Legionaries	3	3	3
Praetorians	1	1	—
Centurion	1	1	1
Physician	1	1	1
Hawk Scout	1	1	1
Wolf Scout	1	1	1
Catapult	1	1	1



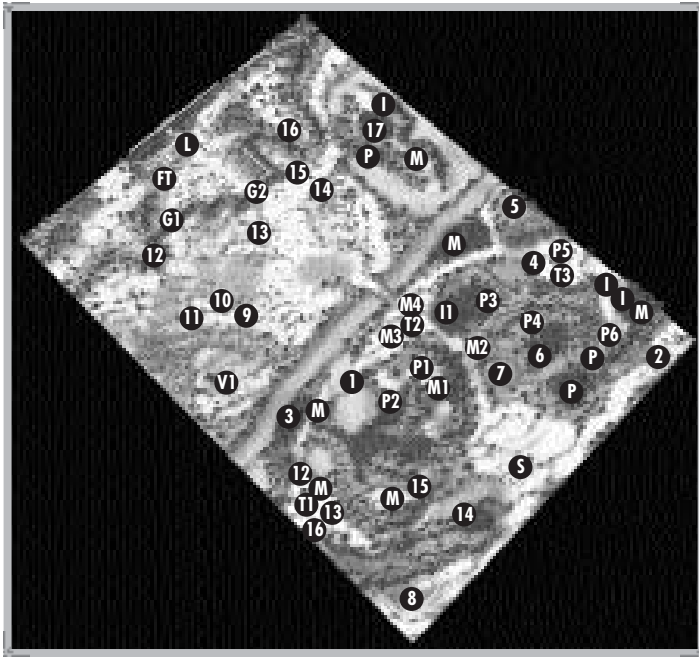
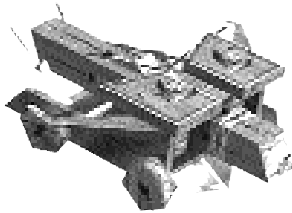


Fig. 27-1. Just One...More...
Fight map

Map Key

- S** Your Starting Position
- T1** Gaul General's Tent
(Iberian Mercenaries)
- T2** Egyptian General's Tent
(Mauretanian Mercenaries)
- T3** Roman General's Tent
(Provincial Army)
- V1** Osuna (Village)
- FT** Fortress (Labienus'
Encampment)
- G1** Southeastern Gate
- G2** Main Gate
- M** Mauretanian Mercenary
Troops
- I** Iberian Mercenary Troops
- P** Provincial Army Troops
- L** Titus Labienus
- 1-17** Enemy Starting Locations

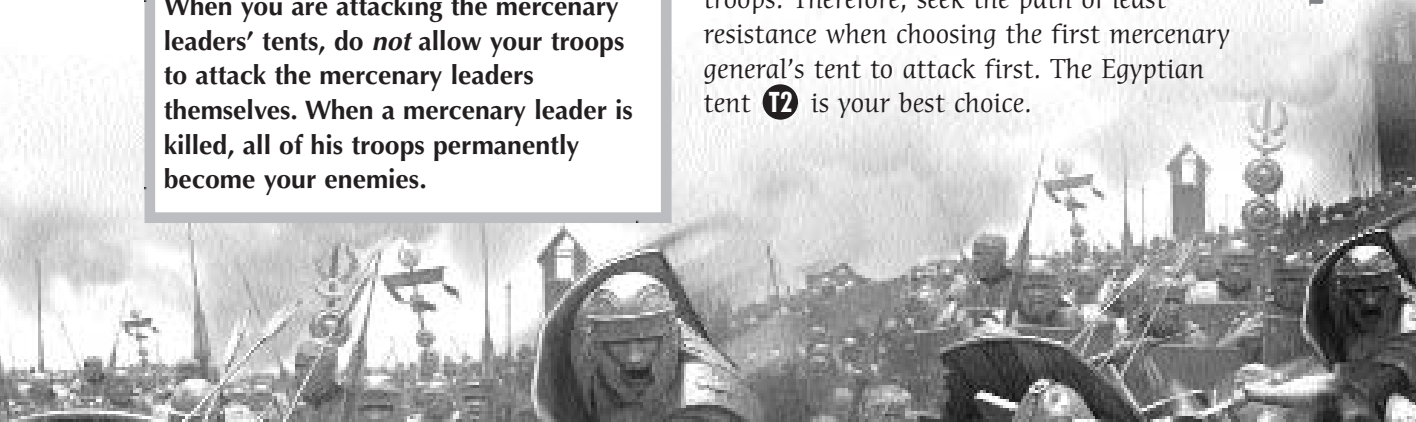


RECRUITING THE MERCENARIES



When you are attacking the mercenary leaders' tents, do *not* allow your troops to attack the mercenary leaders themselves. When a mercenary leader is killed, all of his troops permanently become your enemies.

Your troops are quite thin at the start, and you don't want to kill too many mercenary troops. Therefore, seek the path of least resistance when choosing the first mercenary general's tent to attack first. The Egyptian tent **T2** is your best choice.



Send all of your troops (except the Auxiliary Infantry, scouts, and Catapult) northwest from your starting position, up the hill, and toward the small forest, leaving at least one melee troop at the base of the hill and one Auxiliary Archer group facing away from the forest to provide cover fire to the south.

When you attack the Nubian Archers in the forest **M1**, expect enemy reinforcements to arrive almost immediately. Legionaries from the north **P1** and Balearic Slingers from the west **P2** join the battle from the northern side of the forest, and cavalry from the road to the east **M2** circles your position and attacks from the south.

When all of these enemies are defeated, move your troops north onto the high ground overlooking the Egyptian tent. Order your Auxiliary Archers to open fire on the tent and burn it to the ground (see figure 27-2).



Fig. 27-2. Open fire on the Egyptian tent from the high ground to the south.

NOTE

You cannot simply right-click on a mercenary tent to order your troops to open fire. To attack the tent you must first click the Attack command and then *left-click* on the tent.

After the tent is destroyed, the Mauretanian mercenaries **MM** swear allegiance to Caesar and turn neutral. The Egyptian Official **M3** and the Archers in the defensive tower near the tent **M4** immediately join your side ... and all hell breaks loose. The Iberians, Provincial Army, and enemy troops in the area (**I1**, **I2**, **I3**, **I4**, **P3**, **P4** and the list goes on) move in to attack and kill the Official (see figure 27-3). Don't wait around to see how many enemies show up. You need to keep the Official alive—without him, you cannot take control of the rest of the Mauretanian mercenaries. (To take control of the mercs, you need to move the Official close to them.)



Fig. 27-3. As soon as the Egyptian Official is under your control, all nearby enemy troops move in to kill him.

Order the Official to *run* to the hill while the Archers in the defensive tower provide cover fire. When the Official reaches your position, order *all* of your troops to run back toward your starting location. Order all of your men to the Gaul tent **11**. Make sure the Egyptian Official stays with you at all times.

On your way, you are attacked by the Iberians on either side of the road at **14** and **15**. Try to keep your Auxiliary Archers away from them and let the Legionaries engage them as you run past. Speed is of the essence! As the Official moves west, the Mauretians on the hill (west of **15**) join your side. Order them to help take out the Iberians in the area.

When your Official arrives at the Gaul tent, the Mauretians there join your side (see figure 27-4). Order them to attack the tent. As your other troops arrive, have them join in the attack. When the tent is destroyed, the Iberian Chief **16** and the Iberian troops in the defensive tower are yours to command.

Fig. 27-4. Move your Egyptian Official near the Gaul tent to recruit the Mauretanian troop there.

As soon as the Gauls join your side, start moving your remaining troops from the starting location **5** to the former site of the Gaul tent. During all of the excitement, the enemy troops in the map's eastern corner **2** start advancing down the slope. If they don't find your troops at the starting location, they turn around and go back to the hill.



Hold position at the Gaul tent for a while. Many Mauretanian and Iberian troops from all over the map start moving to your location. As they arrive, move their respective leaders near them and bring them under your command. (They are the approaching white blips on the mini-map.) During this time, the enemy troops in the forest to the north **3** might launch an attack on your location, but you should have more than enough troops in the area to handle them.

Muster all of your troops (once again leaving the Auxiliary Infantry, scouts, and Catapult behind), and head northeast from the site of the Gaul tent, following the road along the river. Send your Legionaries the long way around, over the hill from which you attacked the Egyptian tent, and meet them on the other side of the lake.

Your final task in this portion of the mission is to take out the Roman tent **T3**. The road should be relatively clear, but keep an eye out for the enemies who attacked you on the hill after you destroyed the Egyptian tent (especially those at positions **1** and **P3**). If you didn't kill them earlier, they have probably returned to their original positions by now.

The final tent is guarded by Provincial Army troops (in the defensive tower **P5**), and a contingent of Titus's men **4**. The enemies to the north **5** also join in the fray. As you engage in battle, stay out of the tall grass immediately west of the tent to avoid being burned alive (see figure 27-5).

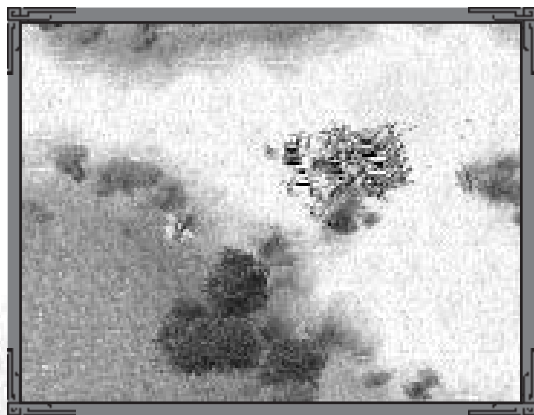


Fig. 27-5. As always, avoid fighting in grasslands when enemy archers are nearby.

When the final mercenary tent is destroyed, send your mercenary leaders around to their respective troops to gain control of them. (Again, look for the white blips on the mini-map to locate the uncontrolled troops.) Find the Provincial Army leader (a Centurion) on the hill south of his tent **P6**. When you've gathered up the last of the mercenaries, you should now control all troops southeast of the

river except for the enemies in the eastern and southern corners of the map **2** and **8** and a couple of isolated troops east of the central road **6** and **7**. Wipe out the enemies near the road to get your Provincial mercenaries out of the area, but leave the others alone until you've got all of your allies on this side of the river under your command.

PREEMPTIVE STRIKE

By now, you should know that any large cluster of enemy troops that don't engage your army even when they have ample opportunity are lying in wait to surprise you later in the mission. Such is the case with the enemy troops and siege engines in the map's eastern and southern corners **2** and **8**. Given the opportunity, these enemies hit you from behind shortly after you cross the bridge. You're wise not to provide them with this opportunity.

Muster all of your troops and march on the enemies in the north **2**. Set up your ranged attackers at the base of the trail while your melee troops wade in and engage the enemy (see figure 27-6).

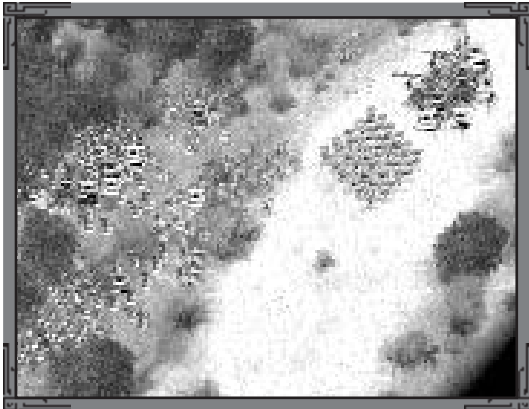
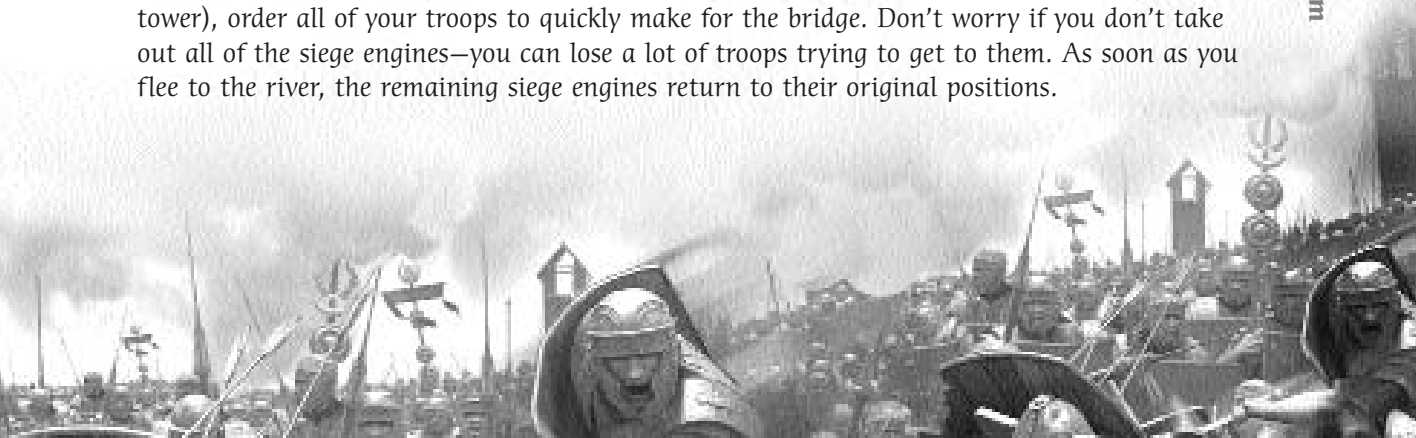


Fig. 27-6. Make a preemptive strike against the remaining enemies southeast of the river before you cross the bridge.

Once the enemy troops are busy, move some of your ranged attackers a bit farther up the trail and attack the enemy Catapults. Stay far enough west so that the archer's defensive tower in the corner can't shoot at you.

As soon as you engage the enemies in the east, the southern contingent **8**—more enemy troops and a couple of Ballistas—moves east to join in the battle. Order a couple of melee troops and some ranged troops to the base of the trail that you're currently fighting on and wait for the enemies from the south to come to you. Take out the enemy troops as quickly as possible.

As soon as both sets of enemy troops are out of the way (excluding those in the defensive tower), order all of your troops to quickly make for the bridge. Don't worry if you don't take out all of the siege engines—you can lose a lot of troops trying to get to them. As soon as you flee to the river, the remaining siege engines return to their original positions.



Now that your potential ambushers are out of the picture (or at least severely crippled), muster all of your troops at the bridge and prepare to cross the river (see figure 27-7).

Fig. 27-7. With your new allies in tow, prepare to cross the river and confront Titus's troops.



MORE ALLIES AND A HUGE BATTLE

When you cross the bridge, send your troops southwest, hugging the riverbank as you go. Your goal is to get your leaders to Osuna **VI**. When you reach the village, all of the troops there join your side for the coming siege.

As you're approaching the village, the enemy troops immediately to the north at **9-11** attack, along with reinforcements from positions **13** and **14**. Send all of your leaders to safety behind the village and order them to hold position. Then, use the combined strength of your army and the newly recruited village militia to meet your enemies head-on. The battle is brief and bloody, but you should be able to make it through with a little skill and luck (see figure 27-8).



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Fig. 27-8. With the added strength of the Osuna villagers on your side, you actually have a chance of surviving the first battle on the other side of the river.



If you didn't take out all of the siege engines and/or troops on the other side of the river at **2** and **8**, they mobilize at this time and head for the bridge. They stop just short of the bridge, waiting for the opportunity to attack.

LICKING YOUR WOUNDS

Eventually, the massive enemy attack force is eliminated, and you're left with a tattered remnant of your once-great army. Luckily, you have a village now, and a little time to regroup. If you haven't already done so, start building new troops for the coming siege, and order your Auxiliary Infantry and Infantry troops to start building new siege engines.

TIP

If you've followed the walkthrough advice so far, you currently have three different enemy leader types in your army—a Centurion, an Official, and a Chieftain. This gives you the unique opportunity to build any type of troop (Roman, Egyptian, or Barbarian) that you want for the coming battle. Just send the corresponding leader into Osuna and start building your troops of choice. Powerful, specialized troops—such as German Cavalry and War Chariots—are always welcome additions to your army. War Chariots in particular are crucial to your strategy during the final siege, so build a couple and keep them in reserve until you need them.

The enemy leaves you alone while you rebuild as long as you remain close to the village, so take your time and make your army as strong as possible (see figure 27-9). When you've reached your troop limit (you run out of village population, Troop Control Points, or Unit Control Points), it's time to move on.

Fig. 27-9. Pause at Osuna for as long as it takes to build a strong and diverse army for the upcoming siege.



LEVELING THE PLAYING FIELD

Before you start your siege, clear out as many of the enemy troops outside the fortress as you possibly can. This gives your siege engines a better chance of getting through to the fortress intact.

TIP

Village population regenerates in this mission, so leave a leader in Osuna and keep the troop-building queue full at all times. Do *not* leave one of the mercenary leaders in Osuna, however. You need them to recruit reinforcements during the battle.

Leaving all of your mercenary leaders and siege equipment safely behind at Osuna, move your troops northeast along the river. Your first task is to take out enemies on the other side of the bridge. Keep most of your troops well back from the area—if there are enemy Ballistas present, they can really rain on your military parade. Send some ranged attackers in to lay down cover fire while you send several troops of strong, fast attackers across the bridge to deal

with the enemy siege engines and troops. (German Cavalry troops are great for this job if you've got them.)

When the bridge is clear, continue following the river and then turn north to engage the enemies there **14**. Expect the enemies to the southwest and north **13** and **15** to join this battle. Keep the fighting as far east as you can to avoid the siege engines on the hill **16** and the Archers and Nubian Archers on the fortress wall (see figure 27-10).

Fig. 27-10. Stay clear of the archers on the wall and the siege engines on the hill when fighting the troops outside the fortress.

Now that the northwestern bank of the river is free of enemies, send the three mercenary

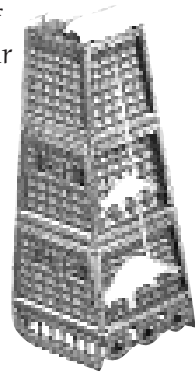


leaders to meet your troops east of map position **14**. When they arrive on the scene, send them across the shallow water south of position **17** and up the hill to recruit the mercenaries in that area. Start with the Mauretians **M**, and order those troops to attack the enemies in the forest **17** while your leaders recruit the Provincial Army and Iberian troops **P** and **I**. (See figure 27-11.)



Fig. 27-11. Recruit the remaining mercenary troops near the map's northern corner before you begin the siege.

Bring your new recruits out of the hills to join the rest of your troops, and order your siege engines to do the same. It's time to deal with Titus Labienus.



THE FINAL SIEGE

NOTE

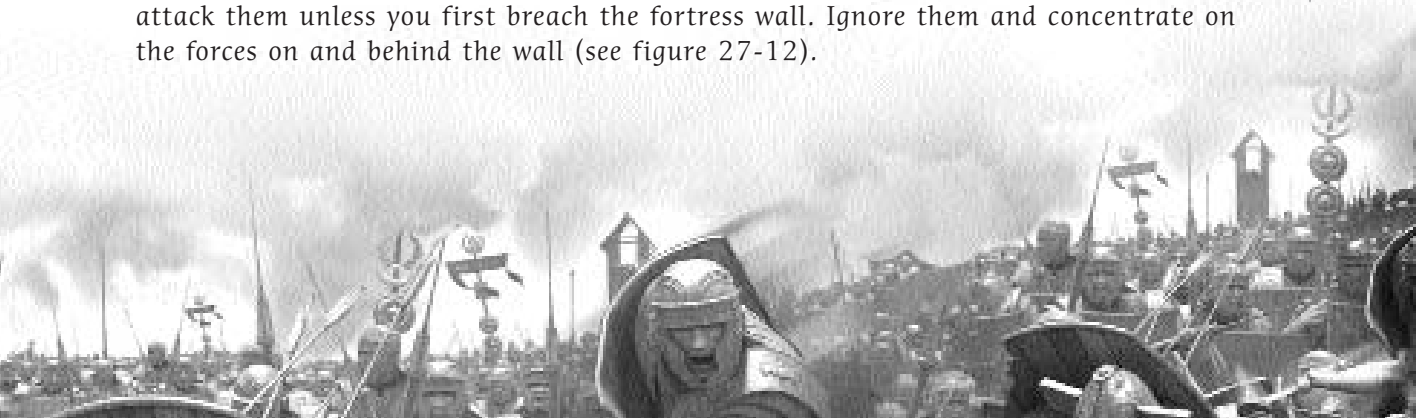
For general tips and strategies on laying siege to a fortress, see Chapter 2.

troops streaming out of the fortress in addition to the archers on the walls. The enemy siege engines overlooking the fortress from the hills above at **12** and **16** are a problem as well, but it's difficult to target them from below, and you can't climb the hill and attack them unless you first breach the fortress wall. Ignore them and concentrate on the forces on and behind the wall (see figure 27-12).

Take all the time you need to organize your troops south of the fortress. When you're ready, storm the wall en-masse.

Storm both gates simultaneously, but concentrate on the southwestern gate

G1—fewer troops protect it. Be prepared to deal with the many enemy cavalry



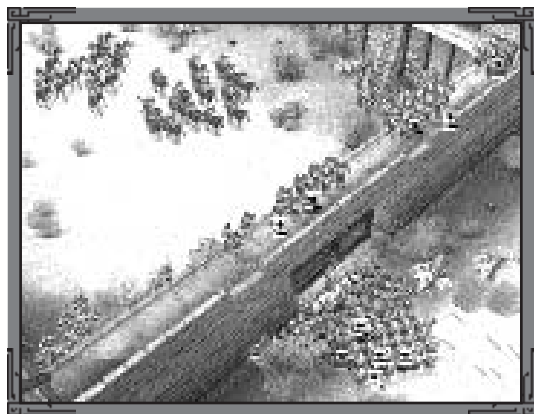


Fig. 27-12. As in every fortress siege, prepare to meet heavy opposition at the wall.

As if there weren't enough enemy troops in the fortress as it is, more troops are constantly being produced at the encampment building **Fi**—and the supply seems endless! Watch for new enemy troops from the direction of the southwest gate at all times.

that isn't your goal. Your goal is to kill Titus Labienus **L**, who stands near the back of the fortress throughout the battle (see figure 27-13).

Fig. 27-13. Titus Labienus cowers behind his troops at the back of the fortress throughout the battle.

Smash through the southwest gate and send every remaining troop into the fortress, reserving a few fast, powerful troops—War Chariots work best. When all of the enemy troops on the wall and inside the fortress are occupied with killing the huge group of invaders you've sent through the gate, order your War Chariots to bypass the main battle and make a beeline for Titus Labienus' position (see figure 27-14). With all of his defenders occupied, Titus quickly succumbs. As soon as he falls, victory is yours.





Fig. 27-14. The War Chariots' ability to bypass enemy troops on the way to a designated target makes them the perfect choice for attacking Titus Labienus after you breach the fortress gate.

Congratulations! You've completed the single-player campaign. Caesar would be proud!

Fig. 27-15. Victory is yours! Hail Caesar!





CHAPTER 28

SKIRMISH AND MULTIPLAYER STRATEGIES

In the single-player campaign, you engaged in a variety of battles, each of which had its own set of objectives and victory conditions. Over the course of the campaign, you were required to do everything from escorting wagons across enemy territory and defending your own territory against invasion, to destroying enemy villages and sacking enemy fortresses. Regardless of the mission, you knew you were fighting for the greater glory of Rome and for your leader, Julius Caesar.

In single-player skirmishes and multiplayer games, this is no longer the case. When you engage in any of these 16 scenarios, there are no complicated mission objectives or long-term goals. In these missions, it's every tribe—or every team—for itself in an all-out attempt to take control of the entire map.

Many of the tactics you've learned so far apply here as well—but there are still a few tricks and secrets to learn. In this chapter, we'll look at strategies you can employ against the computer, and against other humans in online games.

STARTING CONDITIONS

In campaign missions, the starting conditions—the number/type of troops you controlled, the number of Unit and Troop Control Points, and so on—varied with every mission. In skirmish and multiplayer games, most of these factors are fixed regardless of the scenario you choose. Other factors, such as the population of villages, are determined by the map on which you play.

Initial Troops

In campaign missions, the composition of your starting army changed from mission to mission, requiring you to adapt your strategy to fit the troops you were given at the start of each scenario.

In skirmish and multiplayer games, each tribe always starts the scenario with the same assortment of troops (see Table 28-1).

Table 28-1. Starting troops for each empire in skirmish and multiplayer games

Romans	Egyptians	Barbarians
Auxiliary Archers (1)	Archers (2)	Bowmen (1)
Auxiliary Infantry (1)	Slaves (1)	Infantry (1)
Spearmen (1)	Guardsmen (2)	Pikemen (1)
Centurion (1)	Official (1)	Chieftain (1)
Wolf Scout (1)	Wolf Scout (1)	Wolf Scout (1)

Unit and Troop Control Points

Every skirmish/multiplayer map has plenty of villages that you can take control of and use to bolster and rebuild your army as needed. However, as was true in the single-player campaign,



there is a limit to how many units and troops you can control at any given time, as determined by the number of Unit Control Points (UCPs) and Troop Control Points (TCPs) available. Whereas these numbers varied in every campaign mission, it is always the same in skirmish/multiplayer games, regardless of scenario and difficulty level:

- ◆ **UCPs:** 500
- ◆ **TCPs:** 50

For more information on Unit and Troop Control Points, see Chapter 2.

Village Population

As you know, new troops are recruited from the civilian population of the villages you control. In the campaign missions, population varied widely. While village population increased over time (regenerated) in most campaign missions, some missions had a fixed number of citizens available for recruitment in each village. Once those citizens were used up, the village became useless.

In skirmish/multiplayer games, village population always regenerates regardless of the scenario you choose. Village population varies from village to village on each map. In Chapter 29, a table accompanying each skirmish/multiplayer map shows the populations of the villages in each scenario.



The bigger a village's population, the more valuable it is to control (see figure 28-1). As you plan to capture villages in skirmish/multiplayer games, go for the ones with the biggest populations first (when practical) to gain an advantage over your opponents.



Fig. 28-1. Villages with large populations are the most valuable real estate to control.

CHOOSING A TRIBE

In the campaign game, you encounter all three tribes—Romans, Egyptians, and Barbarians—but you always play as the Romans. If you’ve played through the campaign, you are probably quite familiar with the strategies and tactics that apply to Roman troops. Although you fought against just about every enemy troop type and occasionally controlled one or two select Egyptian and Barbarian troops, non-Roman troops are probably alien to you.

Because you can play as any of the three tribes in skirmish and multiplayer games, familiarize yourself with Egyptian and Barbarian troops. This is particularly important if you intend to play against others online. Read through Chapter 3 and learn the strengths and weaknesses of each troop type, and put in some skirmish time playing as the Egyptians and Barbarians (see figure 28-2).



Fig. 28-2. Skirmish and multiplayer games give you the opportunity to explore the diversity of Egyptian and Barbarian troops.

You might find yourself at a distinct advantage over other players in online games if you play as the Egyptians or Barbarians. Like you, your opponents are probably most familiar with Roman tactics, and know how Egyptians and Barbarians behave only when the AI is controlling them.

GENERAL SKIRMISH/ MULTIPLAYER STRATEGIES

As mentioned earlier in this chapter, the strategies and tactics you used in the single-player campaign are all valid in skirmish and multiplayer games as well. Browse through Chapter 2 if you need to brush up on basic combat strategies.

The following sections provide you with insight into the unique situations that might arise in skirmish and multiplayer games.



Your Goal

In skirmish and multiplayer games, your goal is always the same: eradicate your enemies. A player or team is eliminated from the game when all of the following are true:

- ◆ They have no fighting troops remaining.
- ◆ They have no siege engines remaining.
- ◆ They have no leaders (Centurions, Officials, or Chieftains) remaining. This includes leaders who occupy villages.

You don't have to eliminate your enemies' scouts or destroy currently unoccupied villages in the enemies' possession to win.

First Things First

Regardless of the skirmish/multiplayer scenario you choose, you and your opponents start off in the same situation every time: you are plopped down somewhere near the edge of the map near one or more unoccupied villages. Many of your tactics later in the battle are determined by your position relative to your opponents and the map terrain. However, your first steps always should be the same:

1. Take control of a village and start building troops.
2. Find your enemies' starting locations.
3. Familiarize yourself with the terrain that lies between you and your enemies.
4. Organize your troops for their first duties.

With these steps taken care of, you're ready to get started with your tactical planning.

The First Step: Attack or Dig In?

The first decision you face in any skirmish or multiplayer game is whether to take an aggressive stance immediately in an attempt to end the game quickly or to take the time to fortify your starting position and adopt a defensive stance. There are merits and pitfalls to both strategies.



Early Offensives

In the beginning of the scenario, before they have a chance to take control of a village and build new troops, your opponents are at their weakest. This makes launching an offensive the moment you locate your enemy a very tempting proposition. If you are successful, you can quickly achieve victory.

There are advantages and disadvantages to this strategy:

Advantages:

- ◆ An early offensive makes for a quick game.
- ◆ Your opponents are at their weakest at the start of the game.
- ◆ If your opponent adopts the same strategy, his starting village is an easy target. If you take it out early, you cut off his reinforcements.

Disadvantages:

- ◆ *You* are at your weakest at the start of the game.
- ◆ Despite the subtle differences in troop types and performance between tribes, everyone is evenly matched at the start of the game. This means that you must dedicate all of your troops to the effort to ensure an even fight. This leaves your starting position very vulnerable.
- ◆ If your opponent plays defensively, he will have time to dig in and fortify his starting position before your troops arrive.
- ◆ While you're marching to the enemy village, your opponent will probably have time to produce additional troops. When you arrive, you might be outnumbered.
- ◆ Even if you kill off all of the defending troops, you might not have enough troops remaining to wipe out your opponent's garrison or village in a timely manner.
- ◆ In scenarios where you face multiple opponents, you can mount a reasonably strong attack on only a single foe, leaving you extremely vulnerable to the opponents you *don't* attack.

TIP

If you decide to follow the early offensive strategy in games where you face more than one opponent, always attack the closest opponent first. This is an excellent way to remove one or more potential attackers from the scenario before there is a chance for the opposing armies to grow to unmanageable sizes.



Assuming a Defensive Posture

Of your two possible opening moves, taking the time to build up your forces and fortify your starting position is usually the best overall course of action. While it lacks the bravado of an early raid, it usually provides the best chance of long-term survival.

What you should do when taking a defensive stance is fairly self-evident. Cover all of the entrances to your first village's clearing, build a couple of siege engines and a defensive tower, and pump up your army before you consider attack (see figure 28-3).

Fig. 28-3. Preparing a strong defense at your starting position is usually the better choice.



Advantages:

- ◆ A strong defensive position makes your initial village difficult to approach.
- ◆ Keeping your troops close during the early game is the best way to thwart opponents who favor early aggression.
- ◆ With your defenses firmly in place, you can commit a large number of attack troops to aggressive campaigns without having to worry (too much) about the safety of your starting village.
- ◆ When dealing with multiple opponents, you don't have to worry about "opponent two" sweeping in and taking your village without a fight while your troops are committed to a campaign against "opponent one."

Disadvantages:

- ◆ Digging in at the start of the scenario ensures a long, drawn-out game. This is especially true if *all* opponents adopt this tactic.
- ◆ Taking the time to build your defenses early on gives your opponent time to do the same.

CAUTION

Do not neglect your expansion efforts into other villages in favor of building a huge army at your first village. The opponents in a skirmish game usually follow a somewhat defensive strategy in that they don't attack you (or each other) right away. They do, however, expand aggressively, taking as many villages as they can as fast as they can. If you don't follow their lead, you will quickly fall far behind in troop production—a situation from which it is difficult, if not impossible, to recover.

AS THE GAME PROGRESSES

After you've built up your initial defenses (or failed in your initial attack if you chose the aggressive route), you need a plan for getting through the rest of the game and taking out all of your enemies. Your basic *Praetorians* training will take you far, but keep the following tips in mind to better your chances for victory in skirmish/multiplayer games.

Expand, Expand, Expand

You can never have too many villages in a skirmish/multiplayer game. Take over as many as possible very early in the game and start pumping out troops from each. Don't worry if you don't have enough troops to adequately defend multiple villages at the start—you can set up defenses at each village as new troops are produced.

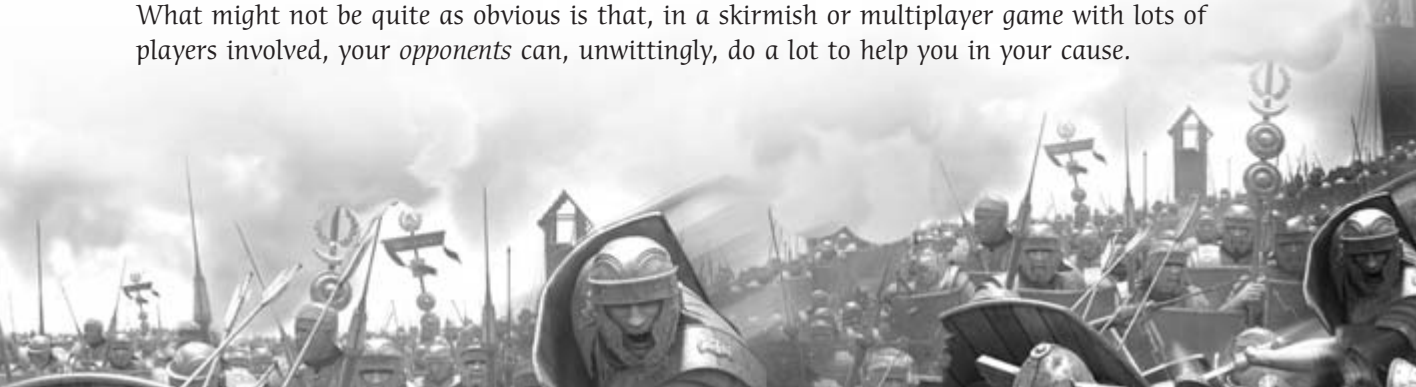
Even if you lose a couple of villages and are forced to retreat, the added troop production during the time you *do* hold the villages is worth the effort. The last message you want to hear is that ominous warning: “We are seriously outnumbered!” (see figure 28-4). Once you hear this message, it's probably too late to recover from your troop deficit and win.

Fig. 28-4. When you get the “outnumbered” message, your opponents are so far ahead of you in troop production that it is unlikely that you'll recover.



Let Your Opponents Help You

When you're teamed up with another player (AI or human), it's obvious that you and your partner will share in your mutual war effort. What might not be quite as obvious is that, in a skirmish or multiplayer game with lots of players involved, your *opponents* can, unwittingly, do a lot to help you in your cause.



Choose your village conquests carefully and stay out of hotly contested areas. (Study the maps and related tips in Chapter 29 for help in making the best choices.) While you build up your military and stay out of the way, your opponents inevitably butt heads (see figure 28-5). Every troop lost in a battle between your opponents is one less troop you have to deal with yourself.



Fig. 28-5. The more your opponents fight among themselves, the fewer enemy troops you have to face.

Remember: to win in a multiplayer or skirmish game, the only requirement is that you are the last player (or team) standing. It doesn't matter who kills the other players/teams.

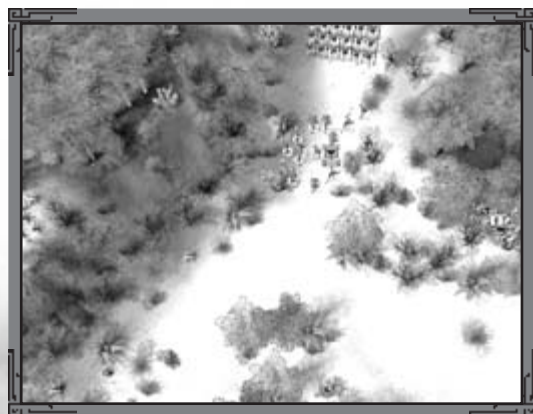
Setting Up Ambushes

In the campaign, you faced a series of missions where the enemy troops were always lying in wait for you. In skirmish and multiplayer games, every mission starts as a blank slate. This gives you the opportunity to set up ambushes of your own.

256

Before you engage in any multiplayer/skirmish game, study the map on which you are about to play and identify key movement routes. Set up ambushes in the forests, along high ground, and so on (see figure 28-6). Make your presence known on other routes and drive your enemies into the traps you've set.

Fig. 28-6. The open-ended nature of multiplayer and skirmish games allows you to experiment with ambush tactics.



TIP

If you played through the single-player campaign, you certainly ran into numerous effective ambushes set by the AI. Replay these missions and pay attention to the ambush methods used by the AI, and then emulate these tricks when you set your own ambushes.



Know Where Your Opponents Are—and Where They *Aren't*

It pays to use scouts when playing on big maps with fewer than the maximum number of players. If you make an immediate beeline for an unoccupied area of the map, you can expand uncontested for some time before facing any opposition.

Often, the player starting positions on large maps are arranged so that huge tracts of land are unoccupied at the beginning of the scenario (see figure 28-7). If you identify these areas early on, you can gain a huge advantage over your opponents while they fight over the land and villages near their starting positions.

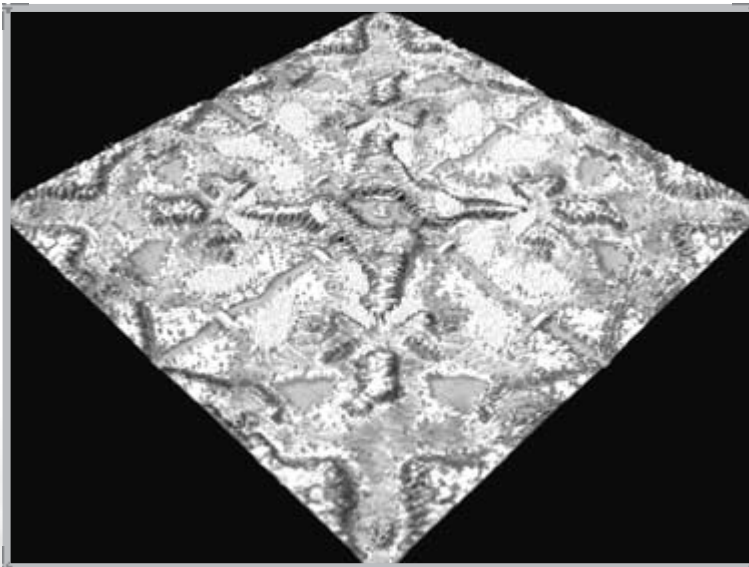


Fig. 28-7. On large maps such as this one (Where Two Rivers Cross), entire sections of the map are initially unoccupied when playing with fewer than the maximum number of players.



The Fate of Villages

As you must realize by now, villages are the lifeblood of skirmish and multiplayer games. Whoever controls the most villages usually wins the scenario.

As you defeat enemy troops, you inevitably push your opponent back to his villages. What you should do with these villages upon reaching them depends on the situation at hand:

- ◆ When you are up against more than one opponent and you have a continued need for troops, attempt to capture enemy villages rather than destroying them.
- ◆ When you are up against a single opponent who controls many villages and your goal is to cut off his supply of reinforcements, destroy the village garrison and move on. This takes less time than destroying the entire village, but removes the village from enemy control for the time being. Keep an eye on villages you deal with in this manner to prevent your opponent from retaking them.
- ◆ When your troop numbers are far superior to those of your enemy and the enemy is down to one or two villages, destroy the villages outright (see figure 28-8). Whenever you have a numerical advantage, press it to the fullest.

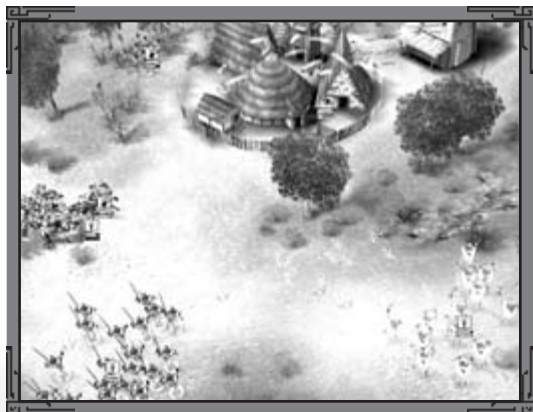


Fig. 28-8. When you have superior numbers and don't need another source of troops, destroy enemy villages to stem the flow of hostile reinforcements.

TIP

When attacking villages with melee troops (as opposed to hitting them from a distance with siege engines and archers), attack from the back of the village, on the opposite side of the opening where troops exit the village. That way, if any enemy troops are produced while the village is under siege, they must walk around the village before they can engage your troops, giving you time to react.



CHAPTER 29

SKIRMISH AND MULTIPLAYER MAP TIPS

Much of your skirmish/multiplayer strategy evolves from your starting position, the relative starting position(s) of your opponents, the number and population of unoccupied villages, and the types of terrain present. These factors are the biggest variables in skirmish and multiplayer games, and all are hard-coded into the maps themselves.

This chapter provides you with detailed maps and map data for each of the 16 skirmish/multiplayer scenarios, along with selected tips and strategies relating to individual maps.

FACE OFF

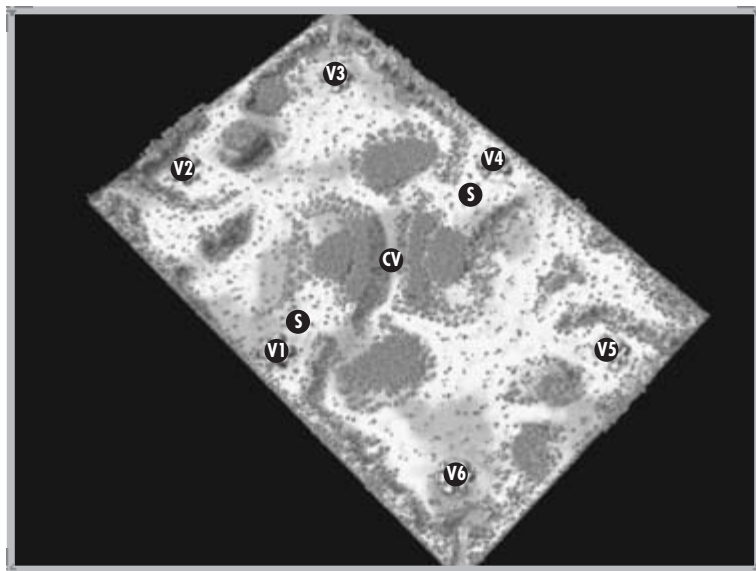


Fig. 29-1. Face Off map

Maximum Number of Players: 2

Map Key

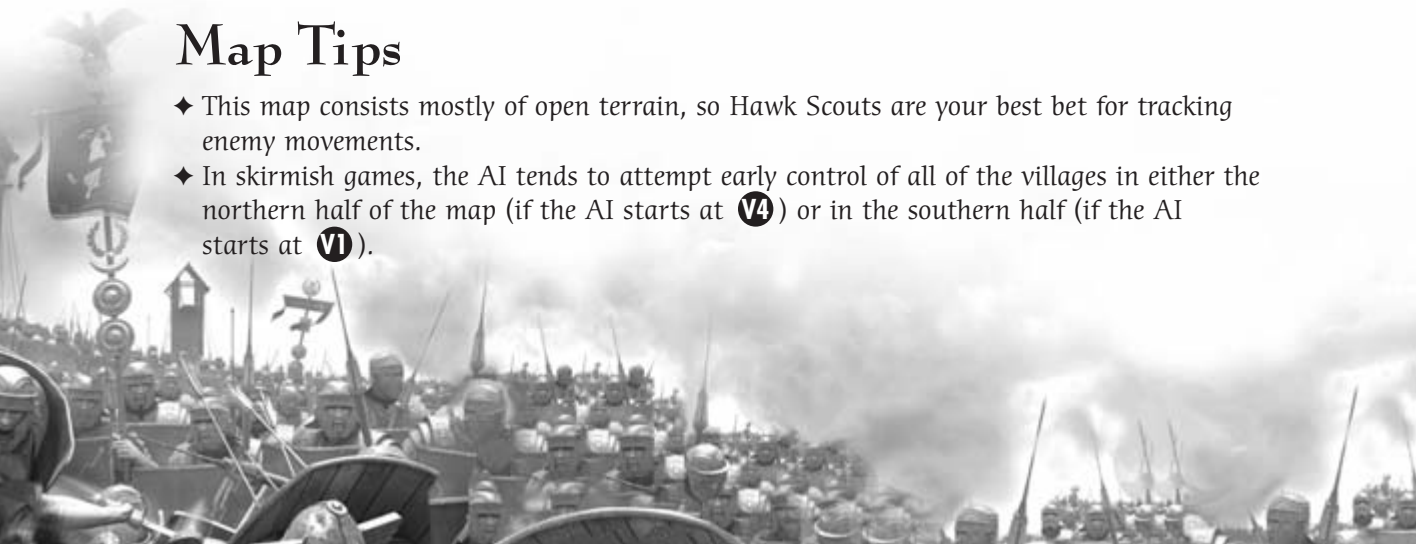
- S** Possible Player Starting Positions
- V1-V6** Villages
- CV** Central Valley

Table 29-1. Village Populations in Face Off

Village	Population
V1	300
V2	200
V3	300
V4	300
V5	200
V6	300

Map Tips

- ◆ This map consists mostly of open terrain, so Hawk Scouts are your best bet for tracking enemy movements.
- ◆ In skirmish games, the AI tends to attempt early control of all of the villages in either the northern half of the map (if the AI starts at **V4**) or in the southern half (if the AI starts at **V1**).



- ◆ The central valley (CV), the fastest passage between starting positions, is a death trap if the enemy manages to post archers or other ranged attackers at the mouth of the pass on either side. Whoever controls the central valley, forces the opponent to approach through open terrain.

DIRE STRAITS

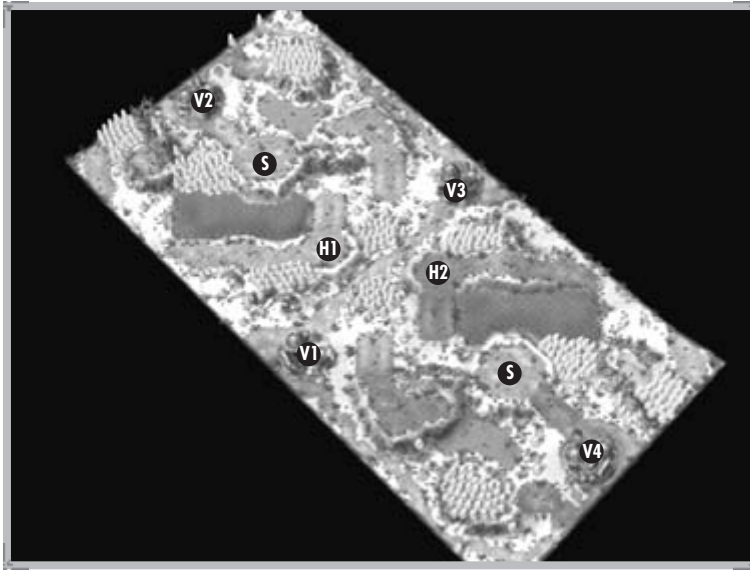


Fig. 29-2. Dire Straits map

**Maximum Number of
Players: 2**

Map Key

- S** Possible Player Starting Positions
- V1–V4** Villages
- H1** North-central Hill
- H2** South-central Hill

Table 29-2. Village Populations in Dire Straits

Village	Population
V1	600
V2	400
V3	600
V4	400

Map Tips

- ◆ Use the forests around your starting village to hide troops when setting up your defenses.
- ◆ Use the high plateau where you start the game to set up siege engines and ranged troops for defensive purposes. (The AI always does this.)

- ◆ The lake near your starting village is a weak point through which enemies can approach, but it is easy to block on the village end. Make sure it is defended.
- ◆ Take control of one or both of the central villages **V1** and **V3** as soon as possible to gain an early troop number advantage.
- ◆ Village 1 **V1** is vulnerable to attack from the hill to the north **H1**, and Village 3 is vulnerable from the south **H2**. If you start in the north, **V1** is the most defensible central village. If you start in the south, **V3** is your safest bet.

FIELDS OF WAR

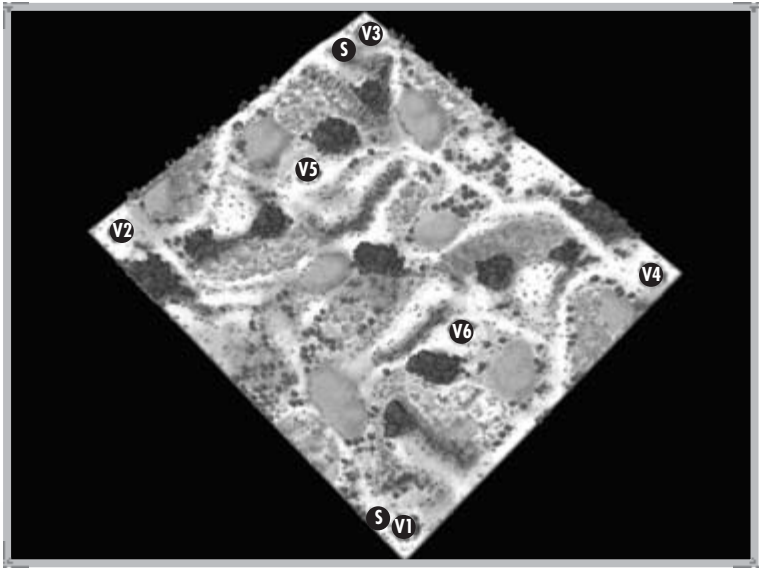


Fig. 29-3. Fields of War map

**Maximum Number of
Players: 2**

- Map Key**
- S** Possible Player Starting Positions
 - V1-V6** Villages

Table 29-3. Village Populations in Fields of War

Village	Population
V1	400
V2	500
V3	400
V4	500
V5	800
V6	800

Map Tips

- ◆ The starting villages are very defensible, with only two entrances into the village clearings of each. The major vulnerability of each is the high ground overlooking each village. Set up your defenses beyond the road leading to the hill to prevent an enemy siege from the high ground.
- ◆ The high populations of the central villages at **V5** and **V6** make them very desirable real estate. They are very difficult to defend, however. When you take one (or both), quickly pump out as many troops as possible—it might not be long before your opponent burns you out.
- ◆ Avoid marching through the high grass that abounds on this map. Approach villages on roads to avoid being burned alive on your way in. Post archer troops in the forest on the high ground near your starting village and have them set fire to the grasslands below if your enemy is foolish enough to approach from that direction.
- ◆ In a skirmish game, the AI usually starts its attack on your position while in the process of taking over the third village in its half of the map.
- ◆ Keep at least one Hawk Scout on hand at all times to explore the vast amount of open terrain on this map.

SNOWY PASS

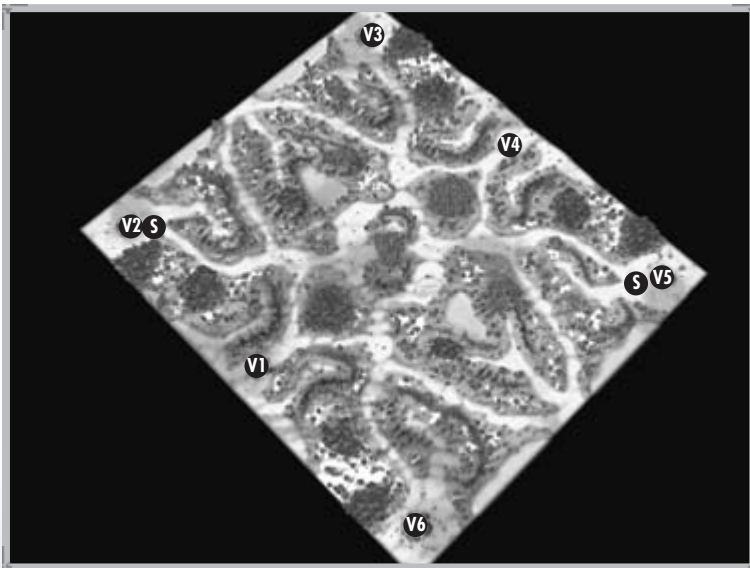


Fig. 29-4. Snowy Pass map

**Maximum Number of
Players: 2**

Map Key

- S** Possible Player Starting Positions
- V1–V6** Villages



Table 29-4. Village Populations in Snowy Pass

Village	Population
V1	800
V2	1,000
V3–V6	800

Map Tips

- ◆ If your starting village is **V2**, lucky you! You will soon control the biggest village on the map! (In skirmish games, this village is always your starting position.)
- ◆ The roads leading directly into corner villages **V2**, **V3**, **V5**, and **V6** are easy to defend. Station ranged attackers and/or siege engines on the hills overlooking either side of the entrance roads to these villages to form a strong outer defense.
- ◆ Because the roads leading into the starting villages are so easy to defend, the best approach when attacking these villages is through the shallow water along the edge of the map. Don't forget to guard this area against incursion!
- ◆ Capturing and holding positions on the ample high ground on this map is key to your success when playing a defensive game. You can keep your enemies at bay almost indefinitely by maintaining a strong presence in the hills.

A HANDFUL OF CITIES

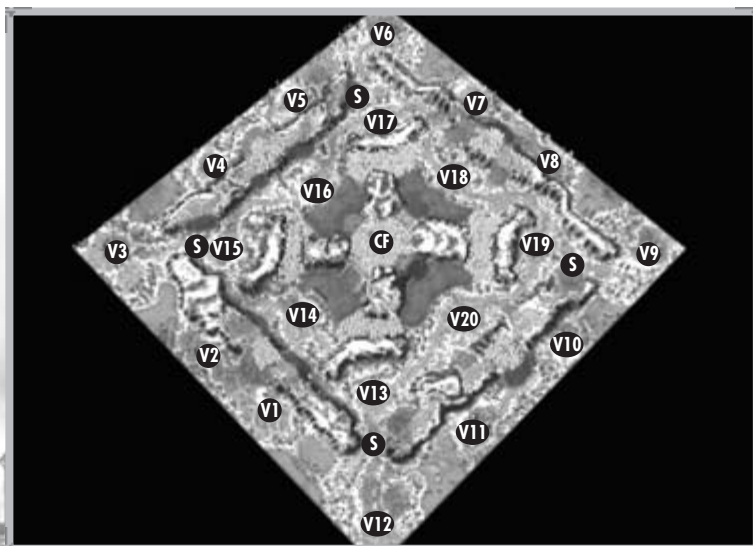


Fig. 29-5. A Handful of Cities map

Maximum Number of Players: 4

Map Key

- S** Possible Player Starting Positions
- V1–V20** Villages
- CF** Central Forest

Table 29-5. Village Populations in A Handful of Cities

Village	Population
V1–V12	200
V13–V20	200

Map Tips

- ◆ In a two-player game, your opponent always starts in the opposite corner along the same map edge. For example, if you start the game near **V19**, your opponent starts the game near **V17**.
- ◆ All players start between two villages—one in the corner of the map, and one closer to the center. Although the AI player almost *always* takes control of the village near the center as its first village in a skirmish game, you should take the village in the corner. It is more defensible.
- ◆ Thanks to the high ground that rings the map, *all* of the villages along the outer edge of the map are very defensible. On the other hand, they can also be subject to attack from this same high ground if your defenses aren't strong enough to turn away the enemy.
- ◆ If you station four or more ranged attack troops in the central forest **Cf**, you effectively control a huge portion of the map. Your opponents must take the long way around the map or risk being cooked in the high grass.

CROSSROADS

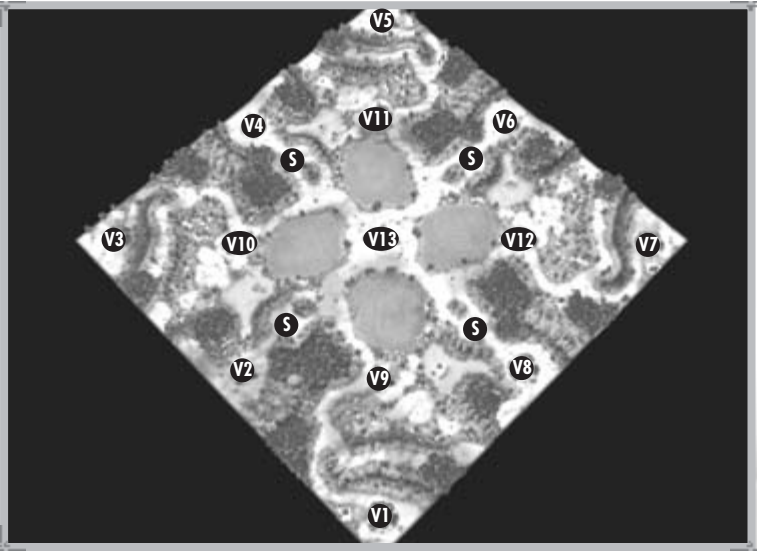


Fig. 29-6. Crossroads map

Maximum Number of
Players: 4

Map Key

- S** Possible Player Starting Positions
- V1–V13** Villages



Table 29-6. Village Populations in Crossroads

Village	Population
V1	200
V2	500
V3	200
V4	500
V5	200
V6	500
V7	200
V8	500
V9-V12	200
V13	600

Map Tips

- ◆ In a two-player game, you and your opponent usually start at adjacent positions—near **V4** and **V2**, for example—rather than directly opposite one another.
- ◆ The villages along the outer edges of the map are the easiest to defend. Until your forces are strong enough to hold onto the harder to defend the central villages at **V9-V12**, confine your conquests to the outer rim.
- ◆ Don't let your opponents capture the villages adjacent to your starting village. (For example, if you start at **V6**, don't let your enemies take **V11** and **V12**.) These are perfect staging points for continuous attacks on your stronghold.
- ◆ The village at the crossroads **V13** is difficult to capture and even harder to hold onto. It is virtually indefensible. If you are fighting against more than one opponent, it's not worth the effort to capture it.



A QUIET LAKE

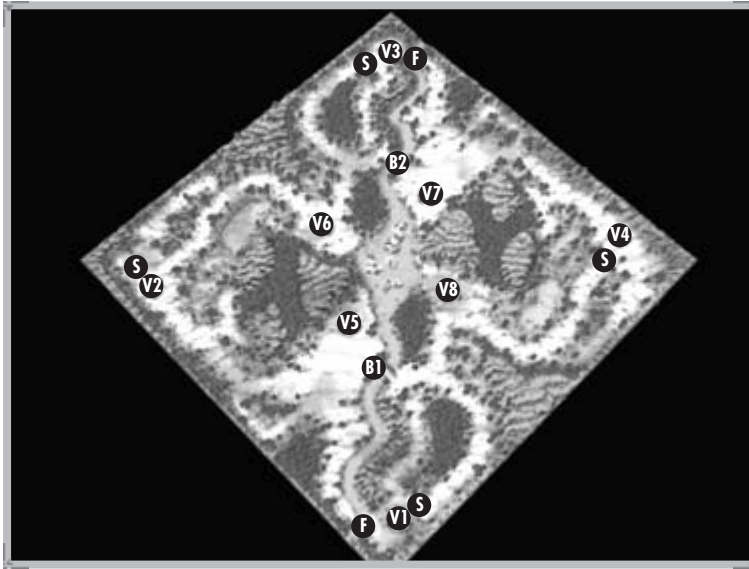


Fig. 29-7. A Quiet Lake map

Maximum Number of Players: 4

Map Key

- S** Possible Player Starting Positions
- V1-V8** Villages
- F** Ford
- B1-B2** Bridges

Table 29-7. Village Populations in A Quiet Lake

Village	Population
V1-V4	300
V5-V8	200

Map Tips

- ◆ In a two-player game, you and your opponent usually start at opposite corners of the map.
- ◆ The starting villages in the map's southern and northern corners at **V1** and **V3** have two defensive bonuses that their owners can exploit. First, one entrance to the village clearings is a ford **F**, which restricts some troop movement. Second, controlling the bridge and the crossroads to the north and south of the villages (respectively) effectively blocks the main point of enemy ingress.
- ◆ The starting villages in the west and east corners at **V2** and **V4** also have defensive advantages. They are the farthest from the bridges, hence rather isolated. The disadvantage in both cases is that many points of ingress must be covered to effectively block enemy access.

- ♦ The player who controls village **V5** effectively controls access to the southern bridge **B1**. The player who controls village **V7** effectively controls access to the northern bridge **B2**. If you manage to take and hold *both* villages, nobody can cross the river without your say-so unless they cross at one of the fords **F**.

FLOWER OF CONFLICT

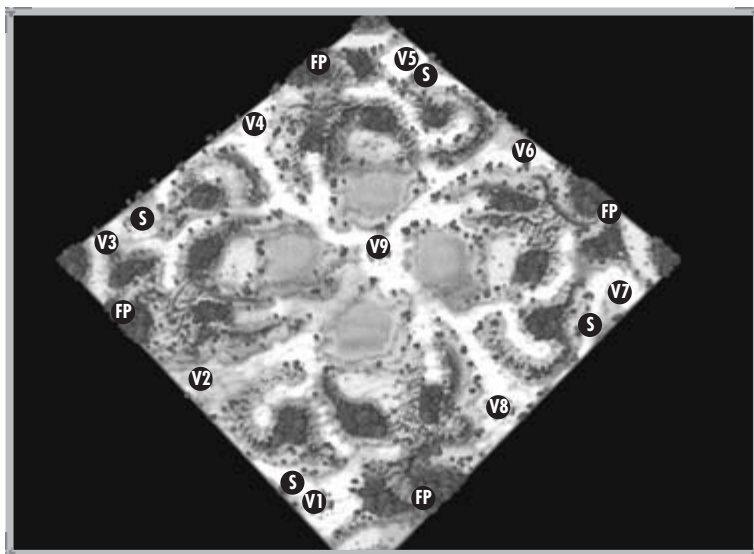


Fig. 29-8. Flower of Conflict map

Maximum Number of Players: 4

Map Key

- S** Possible Player Starting Positions
- V1-V9** Villages
- FP** Narrow Forest Pass

Table 29-8. Village Populations in Flower of Conflict

Village	Population
V1	600
V2	400*
V3	600
V4	400*
V5	600
V6	400*
V7	600
V8	400*
V9	1,000

* The population begins at 150 out of a possible 400. The population doesn't begin to regenerate until after someone takes control of the village.

Map Tips

- ◆ In a two-player game, you and your opponent usually start along the same map edge. For example, if you start near **V7**, your opponent starts near **V1**.
- ◆ The forests in the map corners are a great place to hide reserve troops to surprise your enemies.
- ◆ The narrow forest passes **FP** and the shallow water are an excellent way to approach and attack the corner villages. The Barbarians have a particular advantage on this map—their powerful German Cavalry troops can navigate both terrain types in these difficult “back door” entrances to the four starting villages.
- ◆ The central village **V9** is extremely difficult to take and hold—but, in this case, the 1,000-citizen population makes it tempting to try.

HURRICANE

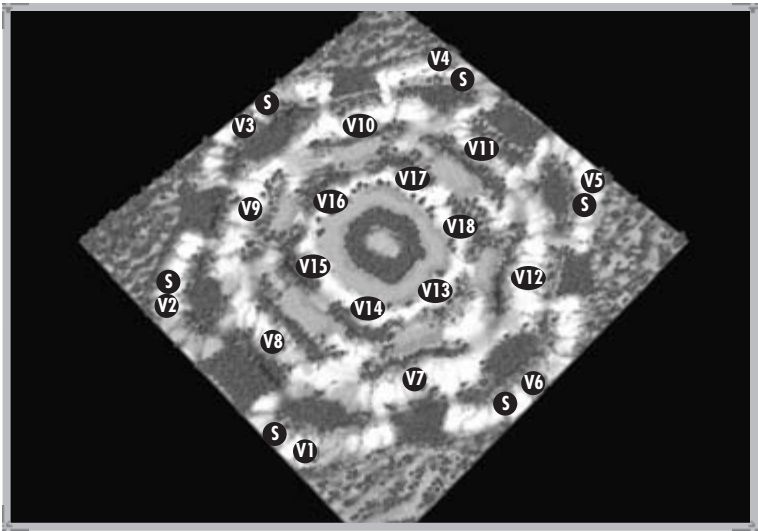


Fig. 29-9. Hurricane map

Maximum Number of Players: 6

Map Key

- S** Possible Player Starting Positions
- V1–V18** Villages

Table 29-9. Village Populations in Hurricane

Village	Population
V1–V6	200
V7–V12	300
V13–V18	500

Map Tips

- ◆ In a two-player game, you and your opponent usually start near opposite “corner” villages. For example, if you start at **V1**, your opponent starts at **V4**.
- ◆ In a four-player game, you and your opponents start near the four “corner villages”: **V1**, **V2**, **V4**, and **V5**.
- ◆ The outer ring villages at **V1–V6** are the easiest to defend, although villages **V3** and **V6** are at a slight disadvantage because they have slightly more area to defend.
- ◆ Capture the inner-ring villages at **V13–V18**, tempting because of their high populations, early in the game to get the most use out of them. If you're alone in the inner ring, your position is fairly easy to defend. Once your opponents start moving into the area, this part of the map is a constant war zone, especially in a six-player game.

DESERT OASIS

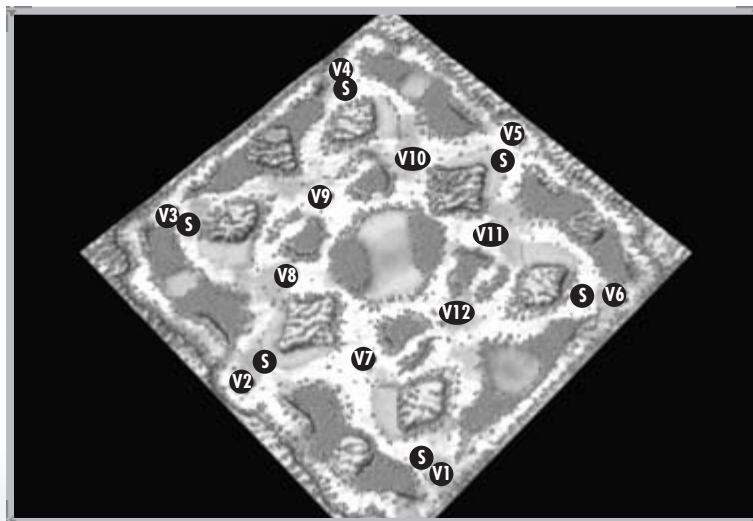


Fig. 29-10. Desert Oasis map

Maximum Number of Players: 6

Map Key

- S** Possible Player Starting Positions
- V1–V12** Villages

Table 29-10. Village Populations in Desert Oasis

Village	Population
V1–V6	300
V7–V12	200

Map Tips

- ◆ In a two-player game, you and your opponent usually start at opposite villages on the same map edge. For example, if you start near **V3**, your opponent starts near **V4**.
- ◆ In a four-player game, the players start near the four corner villages **V1**, **V3**, **V4**, and **V6**.
- ◆ All six outer villages at **V1–V6** are fairly open to attack and difficult to defend. The southwestern **V2** and northeastern villages **V5** are a little more vulnerable than the others because (in a six-player game) each has two enemy villages in fairly close proximity.
- ◆ Due to the relatively open access between the starting positions, expect a lot of early aggression on this map as players seek to take out their opponents before they get a chance to build up their defenses.
- ◆ In skirmish games, the AI players favor hiding their troops in the forests around their villages. Use your Wolf Scouts to do a sweep of a target village before you move in to attack so that you know where all of the defenders are.
- ◆ Because of the large number of impassable terrain sections, the inner-ring villages **V7–V12** not only provide a source of troops but control over valuable road junctions as well. Controlling an inner-ring village forces your opponents who wish to move through that area to reveal their movements to you or to waste precious time moving around the outer edges of the map.

KING OF THE MOUNTAIN

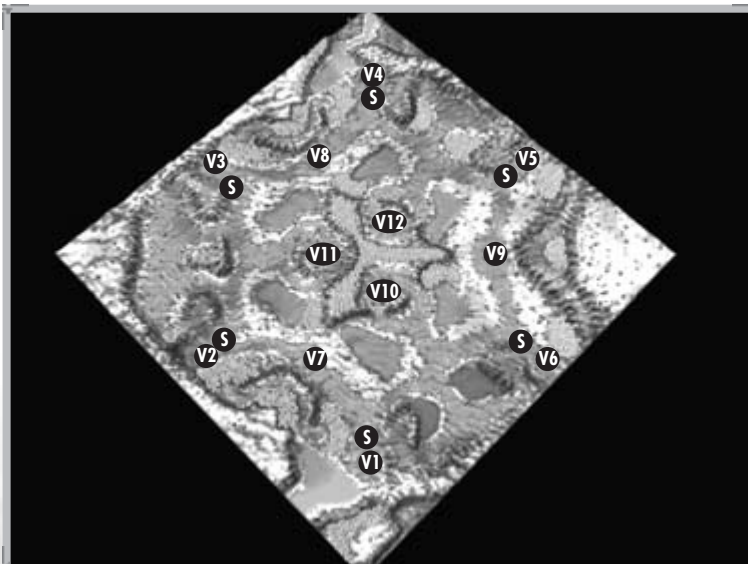


Fig. 29-11. King of the Mountain map

Maximum Number of Players: 6

Map Key

- S** Possible Player Starting Positions
- V1–V12** Villages

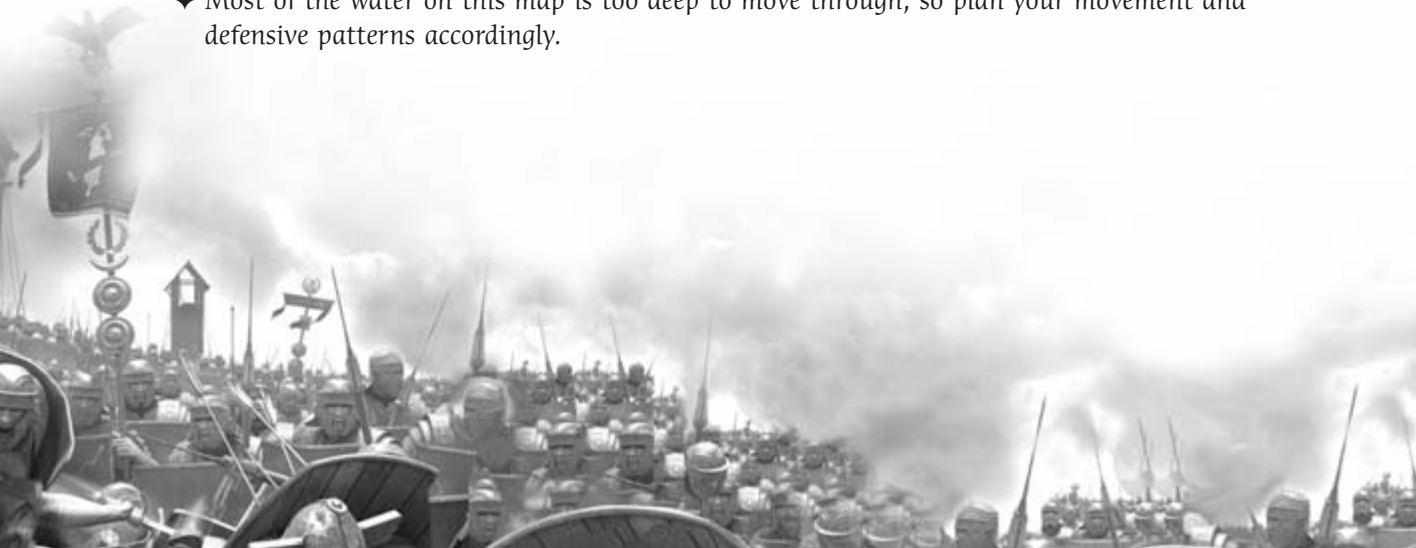


Table 29-11. Village Populations in King of the Mountain

Village	Population
V1–V6	400
V7–V9	200
V10–V12	300

Map Tips

- ◆ In a two-player game, you and your opponent usually start in opposite corners of the map. For example, if you start at **V1**, your opponent starts at **V4**.
- ◆ In a four-player game, the players generally start in four “adjacent” starting positions. For example, if you start near **V1**, your opponents start at **V6**, **V5**, and **V4**.
- ◆ The name of this map says it all: Whoever rules the mountain is king. The three central villages **V10–V12** are both easily defensible and very lucrative population-wise. Because the forest in the center of the high ground is impassible, these villages are virtually unassailable.
- ◆ Unfortunately, the impassable forest that protects the central villages also cuts them off from one another. If you hold more than one of these villages and they require reinforcements, the outer villages are your best hope of bringing in help quickly.
- ◆ The second-ring villages **V7–V9** are hotbeds of contention in six-player games. Each is just a stone’s throw (almost literally) from two starting positions. Capture one of these early in the game to gain a significant territorial advantage over your opponents.
- ◆ The outer-ring villages **V1–V6** are wide open to attack from the center of the map. Defensive towers are a must for long-term security.
- ◆ Because there is a great deal of impassible terrain on this map, most troop movement takes place along the roads. This is another reason that the second ring villages **V7–V9** are important pieces of real estate—they are choke points for enemy troop movement.
- ◆ Most of the water on this map is too deep to move through, so plan your movement and defensive patterns accordingly.



THE PLAIN

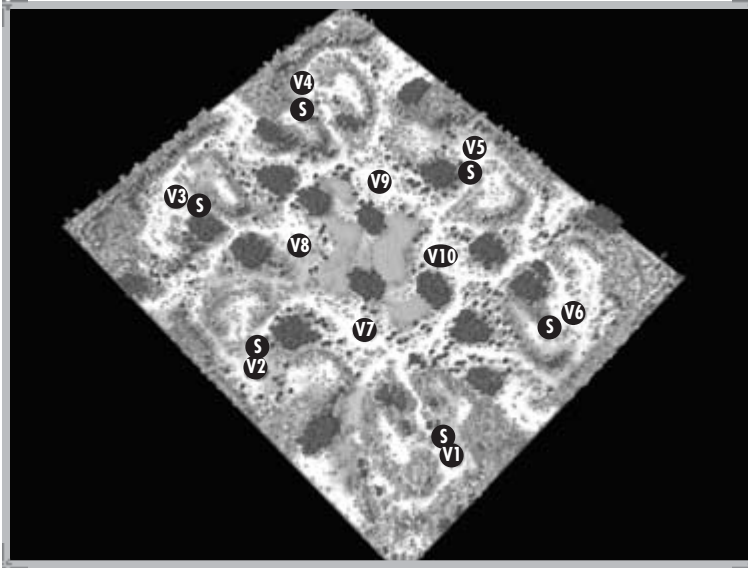


Fig. 29-12. The Plain map

**Maximum Number of
Players:** 6

Map Key

- S** Possible Player Starting Positions
- V1-V10** Villages

Table 29-12. Village Populations in The Plain

Village	Population
V1-JV6	400
V7-V10	400

Map Tips

- ◆ In a two-player game, you and your opponent usually start on the same map edge. For example, if you start at **V1**, your opponent starts at **V6**.
- ◆ In a four-player game, players start near the four corner villages **V1**, **V3**, **V4**, and **V6**.
- ◆ On this map, acquisition of a second village early on in a six-player game is extremely important. Because there aren't enough villages for everybody to have two, the players who grab a second village gain a distinct advantage.
- ◆ Although there are a lot of ways into the outer villages **V1-V6**, the varied terrain makes them relatively easy to defend. Take advantage of the high ground to position ranged attackers and siege engines to protect the entrances to the village clearing.



- ◆ Usually, enemy scouts aren't all that threatening, but in this scenario you don't want them snooping around when you're ready to make a move on one of the inner villages **V7-V10**. Immediately take out any scout you see—or at least chase him away so that he doesn't see what you're doing.
- ◆ The relative lack of forests on this map favors Hawk Scouts. Keep one or two on hand to spy on enemy activity, especially near the middle of the map.
- ◆ When you occupy any central village, make sure your village defense force includes at least one troop of Auxiliary Archers (or the equivalent) to torch the high grass in the center of the map if any enemies come from that direction.

HILL COUNTRY

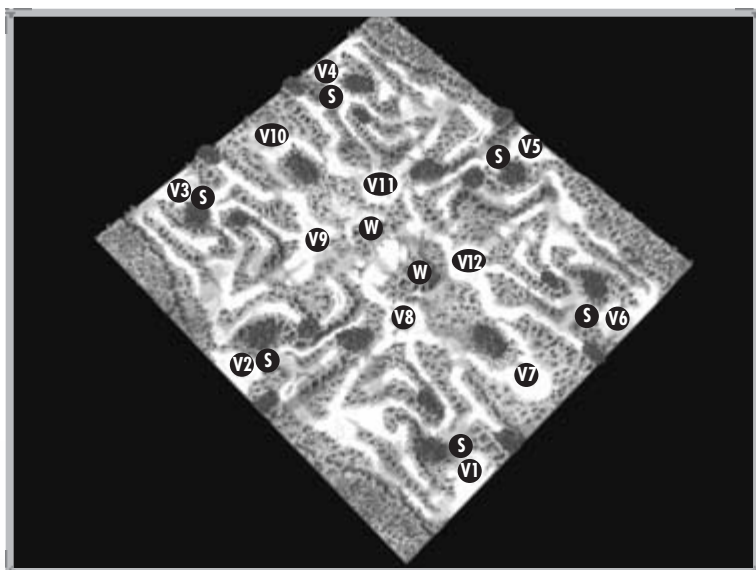


Fig. 29-13. Hill Country map

**Maximum Number of
Players: 6**

Map Key

- S** Possible Player Starting Positions
- V1-V12** Villages
- W** Wooded High Ground

Table 29-13. Village Populations in Hill Country

Village	Population
V1-V6	300
V7-V12	400

Map Tips

- ◆ In a two-player game, you and your opponent usually start in opposite corners of the map. For example, if you start near **V1**, your opponent starts near **V4**.
- ◆ In a four-player game, players start near the four corner villages **V1**, **V3**, **V4**, and **V6**.
- ◆ The villages near the starting positions in the southwest and northeast at **V2** and **V5** have the advantage of isolation—no nearby enemy starting positions—and relatively defensible locations.
- ◆ The villages near the other four starting locations are also easily defensible positions, but they have the disadvantage of being close to one another **V1** and **V6**; **V3** and **V4**. Luckily, impassible terrain blocks any direct route between them.
- ◆ The *advantage* of the corner starting positions is their close proximity to unclaimed villages at **V10** and **V7** respectively. If you begin at any of these four starting positions, grab the nearby village before your next-door neighbor gets there.

NOTE

Oddly enough, in skirmish games the AI players tend to favor the four central villages **V8**, **V9**, **V11**, and **V12** over **V7** and **V10**. Use this to your advantage and grab the nearest village when you're lucky enough to land one of the four corner starting positions.

- ◆ Although the four central villages **V8**, **V9**, **V11**, and **V12** are not assailable from the wooded sections of high ground in the center of the map **W**, their garrisons (when built) *are*. If you control any of these villages, post defensive troops in the wooded area overlooking your village to prevent a surprise attack from on high.



WHERE TWO RIVERS CROSS

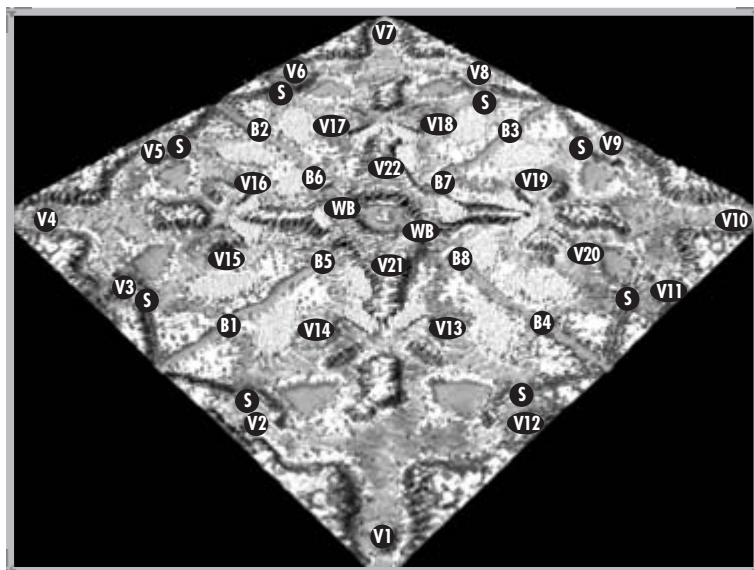


Fig. 29-14. Where Two Rivers Cross map

Maximum Number of Players: 8

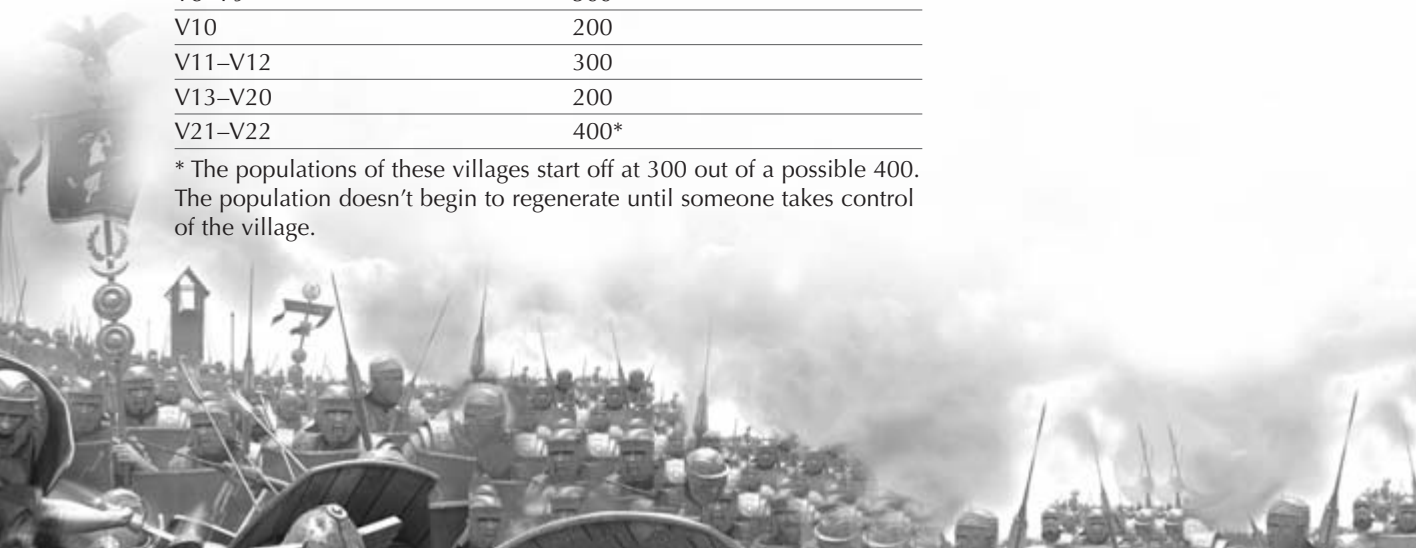
Map Key

- S** Possible Player Starting Positions
- V1-V22** Villages
- B1-B8** Stone Bridges
- WB** Wooden Bridge

Table 29-14. Village Populations in Where Two Rivers Cross

Village	Population
V1	200
V2-V3	300
V4	200
V5-V6	300
V7	200
V8-V9	300
V10	200
V11-V12	300
V13-V20	200
V21-V22	400*

* The populations of these villages start off at 300 out of a possible 400. The population doesn't begin to regenerate until someone takes control of the village.



Map Tips

- ◆ In a two-player game, you and your opponent usually start off in the same corner of the map. For example, if you start near **V6**, your opponent starts near **V8**.
- ◆ In a four-player game, players usually start in scattered positions. For example, if you start near **V6**, your opponents might start at **V5**, **V8**, and **V11**.
- ◆ In a six-player game, players usually start in three adjacent quadrants. For example, the players might begin in the six western, northern, and eastern starting positions **V3**, **V5**, **V6**, **V8**, **V9**, and **V11**.
- ◆ The two central villages **V21** and **V22** are the prime real estate on this map. They are the most defensible positions on the map. If you take control of one, your position is virtually unassailable.
- ◆ The map is divided into four distinct quadrants. The players who start in the northern and southern quadrants have a distinct advantage over the eastern and western players in that they have easier access to the two central villages.
- ◆ The second-ring villages **V13–V20** each act as choke points on the way to the inner bridges **B5–B8**. As such, holding any of these villages helps force your enemies to take the long way around when crossing the rivers.
- ◆ The four corner villages **V1**, **V4**, **V7**, and **V10** are easy to defend once occupied. The major disadvantage is their isolation from the rest of the map. It takes a while for troops built in these villages to get into the thick of the action. Even so, make capturing the nearest “corner town” a priority. At most, you’ll only have one enemy (the one who starts in the same quadrant as you) to contend with at this location throughout most of the game.



CHAOS ISLAND

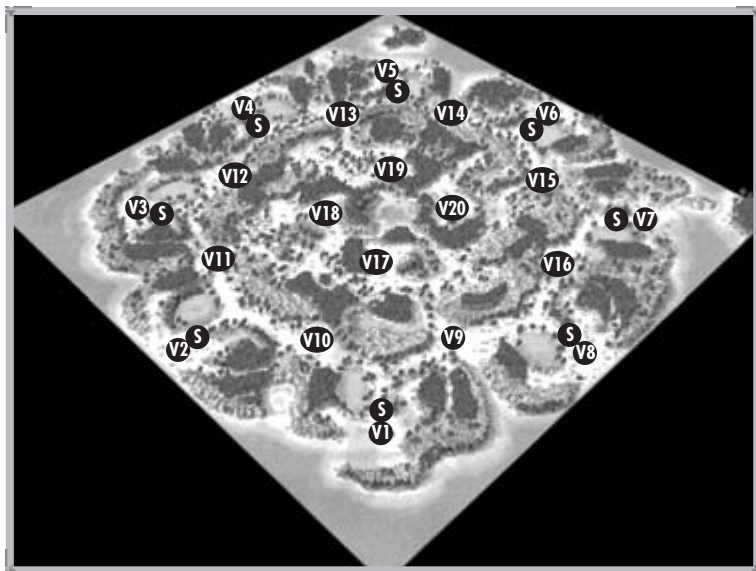


Fig. 29-15. Chaos Island map

Maximum Number of Players: 8

Map Key

- S** Possible Player Starting Positions
- V1-V20** Villages

Table 29-15. Village Populations in Chaos Island

Village	Population
V1-V8	300
V9-V16	200
V17-V20	300

Map Tips

- ◆ In a two-player game, you and your opponent's starting positions are usually only separated by one intervening starting location. For example, if you start near **V7**, your opponent starts near **V1**.
- ◆ In a four-player game, players usually start at the four points of the compass—near **V1**, **V3**, **V5**, and **V7**.
- ◆ In a six-player game, players usually start in adjacent starting locations, although occasionally one player might be separated from the others. For example, your opponents might start near **V1-V5**, while you start near **V7**.

- ◆ With the ocean at your back and the variety of cover and high ground toward the center of the map, the outer-ring villages **V1-V8** are all fairly defensible. Be prepared to torch any enemy troop that's dumb enough to approach your village through the high grass that abounds on this map.
- ◆ The fact that there is a second-ring village **V9-V16** for every outer-ring village means that, even in an eight-player game, it's fairly easy to grab a second village without too much opposition.
- ◆ Because of the unusual amount of impassible terrain on this map, the roads are about the only way to get around. This makes the second-ring villages doubly important. The four that block the narrow access routes to the center of the map at **V9**, **V11**, **V13**, and **V15** are particularly desirable bits of real estate.
- ◆ The four central villages **V17-V20** are the most defensible on the map. In skirmish games, the AI seems well aware of this. Computer-controlled opponents often bypass the second-ring cities altogether in favor of snatching one (or more) in the center.

SACRED LAND

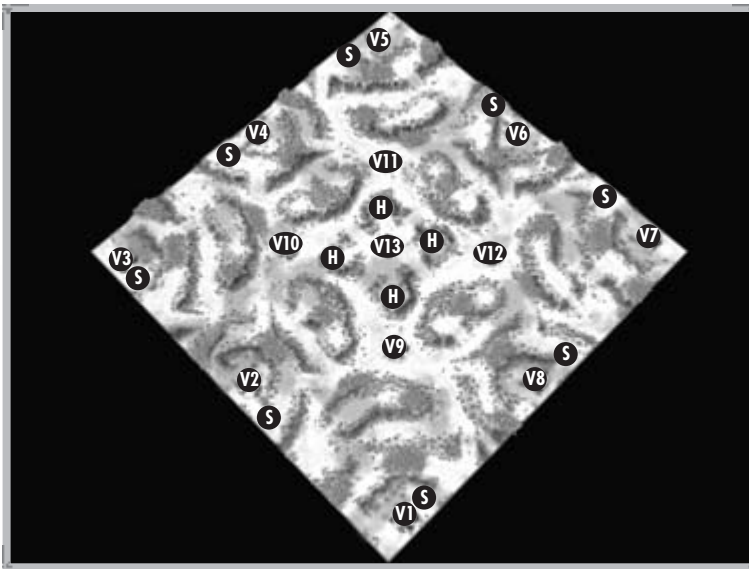


Fig. 29-16. Sacred Land map

**Maximum Number of
Players:** 8

Map Key

- S** Possible Player Starting Positions
- V1-V13** Villages
- H** High Ground (within firing range of villages below)

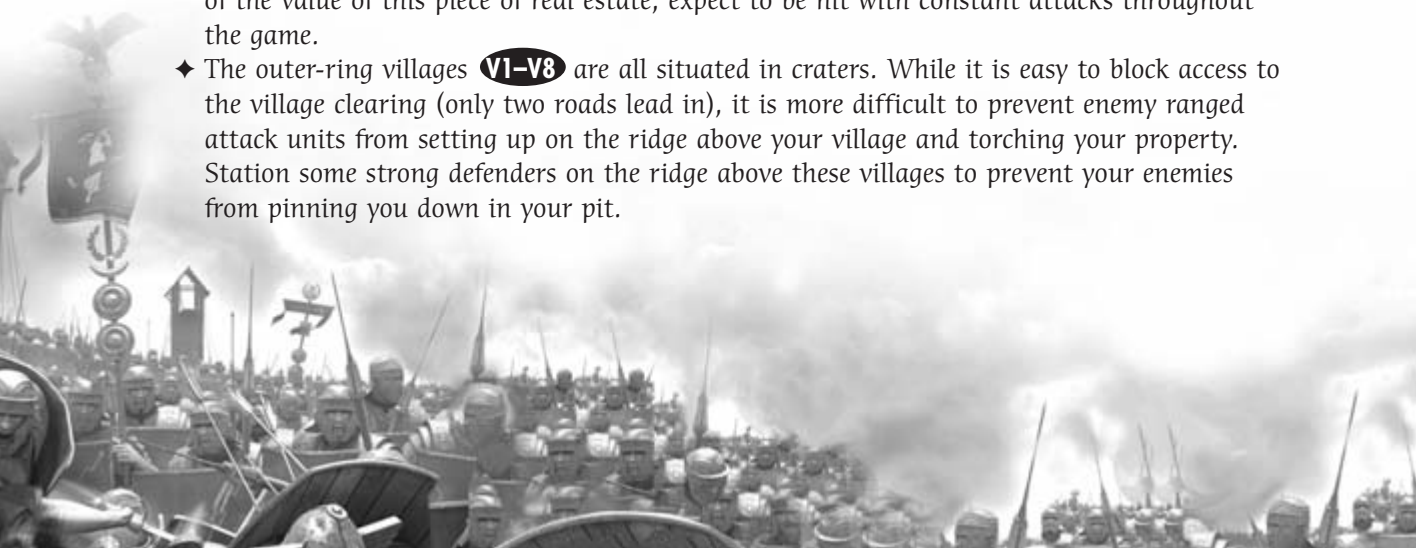


Table 29-16. Village Populations in Sacred Land

Village	Population
V1–V8	300
V9–V12	500
V13	1,000

Map Tips

- ◆ In a two-player game, you and your opponent usually start in the corner positions on the same side of the map. For example, if you start near **V3**, your opponent starts near **V5**.
- ◆ In a four-player game, players usually start in the four corner positions **V1**, **V3**, **V5**, and **V7**.
- ◆ In a six-player game, players usually start arrayed along opposite sides of the map. For example, near **V1**, **V2**, **V3**, **V5**, **V6**, and **V7**.
- ◆ This map hasn't got nearly enough villages on it for everyone to have an equal share when the maximum number of players (or even the maximum minus one) is playing. That means you need to take a second village as soon as possible.
- ◆ You might want to take your "second" village first. The four second-ring villages **V9–V12** are population-rich and nearly as close to your starting locations as the villages along the outer edges of the map. It is not uncommon (especially in skirmish games) for one or more opponents to gobble these villages up almost immediately instead of making the obvious starting village choice.
- ◆ The central village **V13** is also a tempting target. Positioned on high ground with only four access points, it is a tempting first village target—if you can get there before your opponents do. An added attraction is that you can take potshots at your enemies as they attempt to take over four villages surrounding the central location. (Indeed, you can lay waste to the villages from the high ground and prevent *anyone* from taking them.) Because of the value of this piece of real estate, expect to be hit with constant attacks throughout the game.
- ◆ The outer-ring villages **V1–V8** are all situated in craters. While it is easy to block access to the village clearing (only two roads lead in), it is more difficult to prevent enemy ranged attack units from setting up on the ridge above your village and torching your property. Station some strong defenders on the ridge above these villages to prevent your enemies from pinning you down in your pit.





APPENDIX

TROOP STATISTICS

Table A-1. Roman infantry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Auxiliary Archers	Very Low	Medium	Medium	Very Low	Low	Medium	Medium
Auxiliary Infantry	Very Low	Medium	Medium	Very Low	Very Low	—	—
Spearmen	Low	Medium	Medium	Low	Low	—	—
Legionaries	Medium	Low	Low	Medium	High	—	—

Table A-2. Egyptian infantry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Archers	Very Low	Medium	Medium	Very Low	Low	Medium	Medium
Slaves	Very Low	Medium	Medium	Very Low	Very Low	—	—
Guardsmen	Low	Medium	Medium	Low	Low	—	—
Soldiers	Medium	Low	Low	Medium	High	—	—

Table A-3. Barbarian infantry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Bowmen	Low	Medium	Medium	Low	Low	High	Medium
Infantry	Low	Medium	Medium	Low	Very Low	—	—
Pikemen	Medium	Medium	Medium	Medium	Low	—	—
Warrior	High	Medium	Medium	High	Medium	—	—

Table A-4. Roman cavalry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Archer Cavalry	Medium	High	High	Low	Low	Medium	Medium
Equites	High	High	High	High	Medium	—	—

Table A-5. Egyptian cavalry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Camel Archers	Medium	High	High	Low	Low	Medium	Medium
Camel Riders	High	High	High	High	Medium	—	—

Table A-6. Barbarian cavalry troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Mounted Bowmen	Medium	High	High	Low	Low	Medium	Medium
Noblemen	High	High	High	High	Medium	—	—

Table A-7. Roman elite troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Balearic Slingers	Medium	Medium	Medium	Low	High	High	Medium
Gladiators	Medium	Medium	Medium	Very High	Medium	—	—
Praetorians	High	Medium	Low	Medium	Very High	—	—



Table A-8. Egyptian elite troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Nubian Archers	Medium	Medium	Medium	Low	Medium	High	Long
Parthian Cavalry	Medium	High	High	Low	High	High	Medium
War Chariots	Very High	High	High	High	High	—	—

Table A-9. Barbarian elite troop statistics

Troop	Health	Stamina	Speed	Attack	Defense	Range Attack	Range
Berserkers	Very High	Medium	Medium	High	Low	—	—
German Cavalry	High	High	High	Very High	High	—	—
Hunters	Medium	Medium	Medium	Medium	Medium	High	Short

Table A-10. Siege engine statistics

Siege Engine	Health	Stamina	Speed	Defense	Attack	Range	Number of Operators
Assault Ladder	Very Low	—	Medium	Very Low	—	—	6
Assault Tower	Very High	—	Very Low	Very High	—	—	8
Ballista	High	High	Very Low	Very Low	Very High*	Long	8
Battering Ram	Very High	—	Low	Very High	Very High	—	7
Catapult	High	High	Very Low	Very Low	High*	Very Long	7

*Ranged attack.





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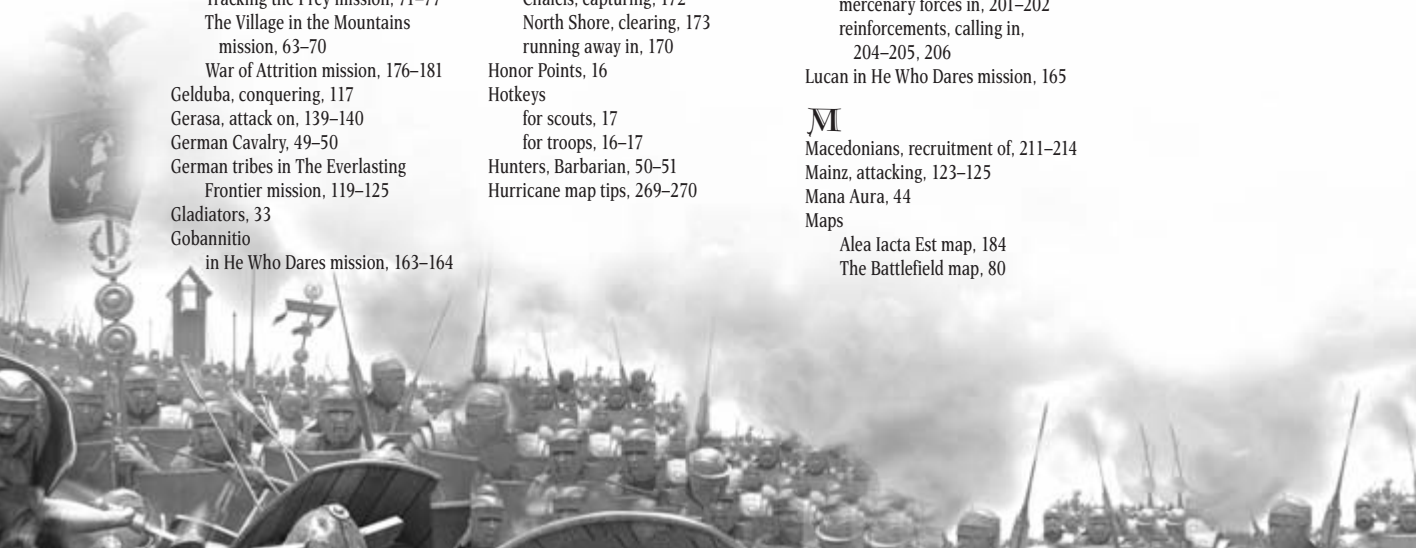
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